

Raking Leaves

A One-Round Dungeons & Dragons® Living Greyhawk™

Meta-Regional Adventure set in The Rakers

Version 1.0

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With primeval darkness gaining power, a set of ancient heretical tomes, long since forgotten, may bring salvation. One set is believed to exist somewhere in the Rakers. It is up to the heroes of the area to find them, retrieve them, and make sure they are not used for evil ends. A one-round Nyrond and Her Environs Meta-regional adventure set in The Rakers for characters level 2-14 (APLs 4-12).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker]; *Complete Arcane* [Richard Baker]; *Complete Warrior* [Andy Collins, David Noonan, Ed Stark]; *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert]; *Libris Mortis* [Andy Collins and Bruce R. Cordell]; *Magic Item Compendium* [Andy Collins, Mike Mearls, Stephen Schubert, Eytan Bernstein, Frank Brnner, John Snead, Owen KC Stephens]; *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet]; *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman, Matthew Sernett, Chris Thomasson, P. Nathan Toomey]; *Monster Manual IV* [Gwendolyn F.M. Kestrel]; *Player's Handbook II* [David Noonan]; *Races of Stone* [Jesse Decker, Michelle Lyons, David Noonan]; *Races of the Wild* [Skip Williams]; *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

ROUNDS AND UPKEEP

This is a standard one-round metaregional adventure, set in The Rakers.

Adventurer's Standard Upkeep costs 12 gp per round for characters from the Nyrond and her Environs Meta-Region and 24 gp per round for characters not from the Nyrond and her Environs Meta-Region. Rich and Luxury Upkeep cost 75 gp per round for characters from the Nyrond and her Environs Meta-Region and 150 gp per round for characters not from the Nyrond and her Environs Meta-Region. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

A recently recovered old text tells of an ancient dark power ascending. Not long after, a relic was discovered, as described in the text, which could be used to prevent this event. Upon investigation, these prophecies show some light of truth in them, despite being heretical to many of

the accepted churches in the area. However, these few truths cannot be ignored. Scholars and leaders from all nearby lands have gathered a group of heroes to aid them in preventing this ascension.

Their first step is to recover a set of tomes rumored to last be in the possession of a wizard scholar who disappeared off the face of Oerth about 400 years ago (referred to in this adventure as The Builder). The rare mentions of him in ancient texts speculate that he liked to seclude himself in many secret sanctums scattered over the Flanaess. Their specific locations have been lost in time. To this end, the good churches involved so far in these prophecies have gathered several groups of adventurers, each tasked with investigating a location thought to hold one of his secret lairs.

In the Rakers, a cult to an evil god also seeks the tomes. They wish to recover and ultimately destroy the tomes and the secrets they possess, including any heretical light they may shed on several other churches. To this end, they are also seeking this ancient wizard. However, they did not know that waking him would weaken them, since he was in a spiritual stasis, and claimed the body of their most powerful member as his current physical, albeit temporary, form.

Unbeknownst to the cult, however, another local cult dedicated to a demon prince has infiltrated their efforts in order to keep an eye on any "local competition", wanting to make sure that their lord can continue with his dark plan unmolested.

ADVENTURE SUMMARY

Introduction: The PCs are contacted by representatives of many regional Faiths and asked to meet them in Rakervale to discuss an important matter. They would like the PCs to recover a certain tome for them and return it.

Encounter 1: As the PCs make their way to a potential resting place of the tomes they seek, they encounter a strange sight. A dwarf conversing with a couple of duergar.

Encounter 2: Depending on how the PCs proceed through encounter 1, there are several options for this encounter

2A: The PCs fight the dwarf and the duergar

2B: If the PCs act peaceful to the dwarf and the duergar, they are instead attacked at night by hungry predators.

Encounter 3: The PCs need to find the entrance to the sanctum, and, once they discover it, figure out how to open it.

Encounter 4: After further exploration, they encounter several "humorous" traps set by the fey for the "big folk", as well as a guard patrol.

Encounter 5: Continuing to explore, the PCs encounter a more dangerous trap laid by the fey.

Encounter 6: One of the local residents approaches the PCs after realizing they are not tainted by evil. She can provide information about what lies ahead.

Encounter 7: The PCs enter and explore the non-fey portion of the cairn, which they probably suspect is the sanctum they seek.

Encounter 8: After exploring for a bit, the PCs finally find a great chamber that is an immense library.

Encounter 9: After the library (or while in the library), the PCs finally meet the man they seek, as well as those that got here before them. Who will leave with the tome?

Conclusion: The PCs return with a ton of forgotten lore, and potentially a copy of the Canon Apocrypha. But who to give it to?

PREPARATION FOR PLAY

- Just in case there is a combat or two, be sure to collect the PCs names and initiative modifiers.
- The DM should be aware that three incomplete copies of the Canon Apocrypha have been seen or alluded to so far – in NMR6-02 *The Mad Baron of Pikemaster*, NMR7-01 *The Village*, and NMR7-04 *Signs and Portents*. It may be worth noting which, if any, PCs are aware of these.
- Check to see if any PC has the “Enmity of All Grigkind” from NMR4-05 *Baby Steps*, or any other pro- or anti-fey favors/disfavors.
- Check to see if this is a restricted time slot, like at a con, the beginning of each encounter has suggested cuts to save time.

INTRODUCTION

DM's Note: for those with limited session time: You can skip the handouts, and simply inform the PCs that they have been asked to travel to a specific location based on their affiliation. Also, you can cut out a lot of the in-fighting between the NPCs and summarize the information they give the PCs.

Each PC receives one of the following messages, depending on where they are coming from and which god they worship (if any).

If the PC is a worshipper of Pholtus, give them Player Handout #1A.

If the PC is a worshipper of Lydia, give them Player Handout #1B.

If the PC is a worshipper of Delleb, give them Player Handout #1C.

If the PC is a worshipper of St Cuthbert, give them Player Handout #1D.

If the PC worships a different deity or no deity at all, give them Player Handout #1E.

Once the PCs arrive at the rendezvous point in Rakervale, read or paraphrase the following:

You arrive in front of the Rocky Ridge Rendezvous. It is not the type of establishment in which you would expect to meet the person who sent you the message but, after a second glance at the note you were given, you realize that this is, in fact, the place. The exterior is in disrepair, and the windows are opaque with slime and dirt. A gnome and two Suel men stand outside the door.

Assuming none of the PCs are disguised, the three stationed outside don't bother them, since they were given a general description of who should be allowed in. If any of the PCs are disguised, however, (whether magically or mundanely), they are told not to enter since they aren't on the list and the guards mention that the Tavern has been rented for a “private function” for the night. The PC or PCs in question will not be allowed admittance unless they drop the disguise. For those allowed in, read or paraphrase the following:

The bar is mostly empty with maybe a dozen people spread throughout. There are stairs leading to a second floor, as well as a main hallway to the left of the bar. To the right of the bar is a solid looking door. An iron chandelier hangs from the ceiling, with only half of the candles lit, shedding only enough light so that only shadows caress the tavern's main room.

Instead of the normal tavern-goers one might expect, these people appear to be no-nonsense, one might even say 'adventurous', with a few of them eyeing each other with a heavy suspicion.

As soon as you enter, a young, semi-attractive half-orc girl approaches. “Ah, you... become these them's become to... views them in the... behind?” Common does not seem to be her native tongue as she searches for words, but she speaks it well enough to get by in this place. She quickly escorts you through the sparsely-filled tavern.

The large half-orc-half-Oeridian bartender gives her a quick nod before she opens and ushers you through the solid door. It leads to a long hallway, with two doors along each wall and another at the end of the corridor. “It been the... finish door at the behind. I'll pitch you ale in... many seconds.” She gestures to the last door, before turning to pick up a waiting tray of mugs at the bar and takes it to a gruff dwarf sitting by himself in the corner.

The other rooms hold nothing of importance but, if any of the PCs investigate them, they are currently occupied by sleepy travelers. Assuming the PCs go to the last door, they find it unlocked. Once they open the door, read or paraphrase the following:

Before you is a simple room. A large table, surrounded by chairs, dominates the center. Two large, leather-clad women flank the inside of the door. Four other people have taken positions on the far side of the table. A tall and slender Flan man, adorned with the armor and cloak of a member of the Order of the Star of St Cuthbert sits to the right. It appears you have interrupted a heated discussion between him and the person to his left, a skinny and lanky Oeridian man, almost hidden under flowing white robes trimmed with the silver of a Pholtan Abbott; he looks a little flustered. Seated next to the Cudgel is a wizened Suel woman dressed in a multi-colored velvet gown, who appears to be enjoying the flustered state of the Pholtan, whilst tapping her flute against her hip. Between them sits a calmer individual, a studious looking Oeridian woman dressed in a simple yet functional, many-pocketed brown robe, who appears to maintain her composure even when she is being talked across.

Once you enter, she gestures for you to take a seat. There are four seats across from them, and two on each end of the table. Once you are seated, they begin.

If the PCs would like to make Knowledge checks about their contacts here, the following is a general list of their Faith and Orders therein:

The Cudgel (St Cuthbert)

Knowledge (religion)

- DC 15: His order, The Order of the Star, enforce doctrinal purity among the faithful.
- DC 20: They tend to be LN aligned.
- DC 25: They have no qualms of using intrusive mental magic to fulfil their duties.

The Librarian (Pholtus)

Knowledge (religion)

- DC 15: His station of Abbott can either mean he adventures to spread the word of Pholtus, or spends numerous hours researching in a library and tending a small flock of faithful. He appears to be the latter.

The Minstrel (Lydia)

Knowledge (religion)

- DC 15: In many ways, she is the other side of the same coin of Pholtus. Both are deities of Knowledge and Sun, but Lydia strives for individuality and being able to see the light of truth, not be blinded by it.

The Scribe (Delleb)

Knowledge (religion)

- DC 15: Delleb is a god committed to research and knowledge.
- DC 20: Although not inherently adventurous, followers of Delleb often resort to experimentation when researching books and hold that book learning alone does not hold the answers to one's questions.

The Scribe: *"As you may know, there have been certain pieces of information that have come to light that contradict some of the commonly accepted beliefs associated with several different deities."*

The Cudgel smirks towards the Librarian: *"Yeah, several deities..."*

The Scribe coughs for attention, then continues: *"After studying various incomplete versions of the Canon Apocrypha, we believe that there may be other tomes that will shed light on these possible heresies. Unfortunately, we are not absolutely certain where these tomes may be found. That is where you come in."*

The Minstrel takes up the tale: *"My esteemed associate has perhaps assumed more knowledge on your part than you may possess. The Canon Apocrypha is..."* she glances at The Librarian, who seems to be glaring *"... yes, yes, you object, but they need to know, since we are trusting them to help us. Now... the Canon Apocrypha is a collection of prophecies and heresies which run counter to conventional doctrine. But they contain enough truth as to often sow seeds of doubt. Some of us wish to hide them away from prying eyes. Others prefer a more open approach, revealing the lies for what they are. There are several versions of the heresies, and those we have found so far are incomplete."*

The Librarian chimes in: *"There are many possible areas where we think they may be found. We have already dispatched a few other groups to search the other potential sites. We are asking you to investigate the site found closest to here, somewhere in the Rakers. We can only give you a general area however, since the actual location has been lost to time."* She hands you a map of the Rakers, with a large area circled [Player Handout 2 with circle deep in the mountains northeast of Rakervale].

The Minstrel chimes in:

*"Under thine floating cloud
one shall see the Underground
They shall point the path.
Under thine earthen shard
One shall hear the Screaming Bard
They shall clear a swath."*

That was the answer to a divination we cast regarding the tome's location. We're not certain as to what it means at this point."

The Cudgel finishes off: *"So, that is your mission. Hopefully you are up for the task as I believe you to be. If you have any other questions, ask them now, but remember, the sooner we can get these tomes back for study, the sooner we can uncover any truths that may actually be in them and put all of this behind us."*

The PCs can ask any question they like here. Below are a few examples of other information the PCs may glean. During any questions, The Scribe is making notes of all conversation, generally allowing The Librarian and The Cudgel to answer the questions posed to them. She also decides not to answer since those two tend to bicker back and forth a lot.

What are we looking for? *The Librarian consults a book in front of him, looks up, and explains "We believe that the tomes can be found in one of the research libraries of an ancient mage of a forgotten time. Before he mysteriously disappeared about four hundred years ago, it was believed that he constructed several sanctuaries or libraries in several areas. Their exact locations are unknown, but we have narrowed down..."*

The Cudgel cuts him off. "The location we want your group to investigate is the one circled on your map. We believe that to be one of his research libraries, which is why we believe it a likely location of the tomes in question. However, we have no idea what it looks like or how to get into it once it's found. It's safe to bet that the way to open the front door probably won't be some silly substitution or logic puzzle, since he was no chauncy wizard."

What might we expect to find there? *Before the Librarian can answer, The Cudgel places his heavy mace on the table. "Well, it is an ancient sanctuary of a powerful wizard. I'd expect anything from magical traps to constructs to even undead. Maybe even a bound outsider or something. Anything beyond that wouldn't have survived this long."*

The Minstrel chimes in: "Unless of course someone has already discovered what they thought to be an abandoned abode and decided to move in."

What might we expect on the way there? *The Librarian answers while thumbing through a book that describes and depicts several common animals, creatures, and monsters "I would expect to possibly encounter any denizens of a mountainous region. Orcs, goblinoids, and other humanoids are known to be in the area. Also, there are rumors that the derro have been active recently. Also, after the recent dealings with Winterwind, the trolls are in disarray,*

so you may encounter a few wandering about. There are, of course, other possibilities, but those are the most common.

The Cudgel adds, "Ha, you forgot to mention the horrible cold you have here. You may be use to it, but you can't just assume everyone is. I'd prepare yourselves for a harsh, cold, mountainous environment as well as whatever critters you might run up against."

If the PCs have any more questions, the Scribe will inform them that they do not have a lot of information themselves, only the general area. If they have any preparations they want to make, they should make them now and head out as soon as they can.

Once the PCs are ready to go, proceed to Encounter 1.

1: DRIVEN UP

It's assumed the PCs can make their way to the target area using the map without a guide, either by their own skill or by asking around town for paths up into the area. Because of the overall mountainous terrain, overland movement is halved during the travel to the target area. This has been taken into account with the following travel times to the area.

PC Speed	Time to Area
15 ft	12 days
20 ft	9 days
30 ft	6 days
40 ft	5 days

If the PCs don't have the skills to forage for food, they may have problems with the long, treacherous journey through the cold mountains of the Rakers. Check to make sure the PCs have sufficient means (either magical or mundane) to have enough food and water for the trip, or remind them that it will be a long trip and they should prepare appropriately, including for the number of days it takes them to find what they are looking for, and remind them not to forget the way home too...

AN OVERHEARD CONVERSATION

Once the PCs reach roughly half way between Rakervale and the target location (or shortly after they arrive at their destination via magical means), read or paraphrase the following:

The journey through the cold and windy mountains has been mostly uneventful. You have encountered a few of the lesser dangers of the Rakers: a few wolves, an avalanche-covered path, and a minor snow storm. Nothing you weren't really expecting. However, as the sun slowly sinks behind the shadowed peaks, you notice something unexpected in this harsh environment. An odor wafts from down the path.

Have the PCs make Wisdom or Profession (cook) checks.

- DC 10: Something is on fire up ahead on the trail
- DC 12: Something is cooking over a fire
- DC 15: The smell is reminiscent of meat and sage.
- DC 20: There is also a slight odor of sour sweat accompanying the smell of the meat.

If a PC has the Track feat, a successful DC 22 Survival check (very soft ground, multiple medium creatures, after 8 days and light snowfall) reveals that a group of humanoids traveled this way.

The fire is just around a bend in the path, currently out of sight of the party. Because the wind is coming towards the PCs, it will be difficult for those at the fire to overhear the PCs talking or spellcasting. To hear the PCs, the creatures have a -5 penalty on top of any modifiers for distance. If the PCs attempt a DC 15 or better Listen check enables them to overhear a conversation in a dull tone that is mostly carried out in undercommon with a smattering of dwarven phrases, whereas a DC 25 Listen check followed by a DC 13 Knowledge (dungeoneering or local, NMR) allows the PC to place at least two of those mostly speaking undercommon as Duergar from far beneath the Rakers. The other is a mountain dwarf from a clan closer to the surface (the phrases all in dwarven). If the Knowledge check was 15 or better, the PC knows that Duergar are loath to come to the surface and generally don't interact well with other races (including other dwarves).

If a PC makes the Listen check and understands undercommon or dwarven, read the following (dwarven is noted as unbolded text):

Voice 1: I can't believe those little crazies actually organized like that. They overran our defenses like we were gnomes.

Voice 2: *I hate the surface. I want to go back underground where it's comfortable.*

Voice 1: *Quit your elfing. At least we made it out alive, unlike a lot of the others from both groups.*

Voice 2: Think we'll ever be able to go back home?

Voice 1: *Maybe, if them little freaks go back to being normal crazy instead of organized crazy.*

Voice 2: *I think you're overcooking whatever we caught.*

Voice 1: *Naw, it's got a few more minutes to go. Besides, like your mother ever taught you to cook. She couldn't cook for a half-orc.*

Voice 2: At least my mother knows my father.

Voice 1: *Yeah, and she knows my father too, so shut your fissure.*

Voice 2: Can you speak more dwarven, I can barely understand you. But man that human was acting a little strange for a Pelorite*. Once we are done eating, we should at least bury him before he starts to smell. (*Pelorite is the same in dwarven as it is in common, so PCs should at least hear that)

The others laugh, one making a slashing sound followed by the other making a strange gurgling noise. They both laugh some more.

The two continue speaking undercommon and continue to mock each other's family and parentage.

At this point, the PCs may choose to avoid the camp, approach it, or just assault it.

If they avoid it, it is possible to give the camp a wide enough berth so as to make hearing the party nearly impossible with the wind and the talking. Proceed to Encounter 2B.

APPROACHING THE CAMP

If the PCs approach the camp, describe it as follows:

You finally round the bend to see the source of the smoke. A small campfire sits under the shelter of a large overhang, with the carcass of a large wolf being roasted over the flame. Its skin is drawn taught over a nearby frame, apparently being processed for later use. Five crude shelters are scattered around the fire, mostly made out of snowpack, earth, rocks, and what little wood could be harvested in the area. There are also large, chitinous sections being used as part of the shelters. (If the PCs succeed at a DC 10 Spot check, also include the following) A pair of bloodied, booted, human-sized feet stick out of one of the shelters.

How the PCs approach the camp dictates how many people they see in the camp. If the campers can hear the PCs approach before they see them, all of the duergar use their invisibility spell-like ability and move to the edges of the camp, leaving the lone dwarf near the fire. If the PCs approach without being heard, they see everyone still around the fire, talking and getting ready to eat. If the PCs are approaching openly and in a non-hostile manner, the campers' initial attitude is Indifferent. If any of the PCs approaches with stealth and is either uncovered or reveals themselves well past the bend in the path, the camp's initial attitude is Unfriendly.

FACE TO FACE

Sitting near the campfire is a bearded dwarf, dressed in elaborately-crafted armor, decorated with the motif of a large gem sitting within a mountain (a DC 15 Knowledge (religion) check reveals this to be Dumathoin, dwarven deity of mining and exploration). A small wooden shield is strapped to his forearm and a large, heavily-runed axe rests next to him against a rock. When he hears you approach, his hand moves to grasp his axe, but he doesn't brandish it threateningly. (If the PCs successfully approached with stealth, also describe the duergar that are with him sitting around the campfire). He looks up as you approach.

"I'm not looking for any trouble, so if that's what you bring, you can kindly go back into the cold."

Assuming the PCs answer peacefully, he inquires as to where they hail from, and why they are in this harsh place, before offering his fire to them. This takes roughly one minute. If the PCs wish, they may attempt a Diplomacy check at this point. As long as the dwarf remains non-hostile, he offers to share his camp with the PCs. If things turn hostile, proceed to the tactics.

Either way, once the duergar are seen, describe them as follows:

The other creatures appear to also be dwarven in nature. However, their skin is a very dark shade of grey. They have no facial hair, or hair in general for that matter. Both are dressed in dark armor. They appear to be closely related to each other, if not twins. They regard you with a cold indifference.

If the duergar are still at the campfire when the dwarf offers it to the PCs, the duergar get up and go to their shelters each holding a small chunk from the cooking wolf. Otherwise they reveal themselves before re-approaching the fire to get their food and retire. No matter what the dwarf's attitude is towards the PCs, the duergar are not comfortable around them and view them suspiciously. They remain in their shelters eating and preparing their equipment, but are vigilant and ready to defend themselves and the dwarf if the situation changes.

QUESTIONS ANSWERED

The dwarf offers the PCs some of the wolf, provided they are willing to also share what they may have. Beyond the initial questions, he does not ask much from the PCs. However, he is willing to answer any questions they may have.

What are you doing here? *That there's a strange little bit of history. As I'm sure you may know, their kind (gesturing towards the duergar) generally don't get along with most anyone else. Anyway, not but three weeks ago they, along with a few others, approached my clan as refugees. They claimed their entire enclave was eradicated by a large, and ORGANIZED group of derro. That alone made us suspicious, since those crazy freaks are rarely organized in their own heads, let alone as a group. But the duergar did offer a fair amount of ore, so we allowed them to stay. And don't you know it, they were telling the truth. Five days later, MY clan was nearly wiped out by the little brainfissures. I was ordered to get out with what I could, so here I am. Some of the duergar followed in my wake. I'm not sure how many others survived. We found this overhang and have been here for the last 2 weeks.*

If the PCs inquire about the feet in the shelter: *Well, but a few days after we made camp, another group came by. They seemed nice enough and didn't mean any harm. They even left their cleric here to help us out. You see, one of the duergar wasn't healing properly*

after we fled my clan, and nothing I could do would help. I know that them Pelorites are fairly good healers on average, so I welcomed the assistance. He was doing his thing, and requested privacy in order to concentrate and all that. Anyway, days went by and Delpi wasn't getting any better. Robpod snuck a peek this morning and saw the guy actually doing evil to her instead, so he yelled out.

Anyway, a fight ensued. We lost Rob, and Delpi obviously. But we finally killed him. He fought us off pretty well though, especially after he cast a spell, instantly killing Delpi and increasing his magical abilities. It was then I knew something was amiss. We plan on striking camp tomorrow and looking for a new spot. Never was able to figure out what he was doing to her though...

Can you describe the other group? *Yeah, there was another group of priests, Delleb and Cuthbert I think, maybe a Pholtan too, but couldn't really tell, a couple of warrior types, and a couple of scholars, probably a couple of Lydians from the looks of 'em. Couldn't really tell you too much more. All you humany types look the same.*

Mind if we look at the bodies? *Go right ahead. Sadly, it won't do you much good. I struck a severe blow with my hammer after he wrenched my axe from me. His head is splattered all over the place. Only thing you'll find out is that he ain't got much in the way of gear, which is a shame.* (see below for what can be found on the priest). *Also, I've tried speaking to Delpi already (using a scroll at APL 4), and that fizzled. That cursed Sun-Walker must have really done a number on her.*

Do you know why the derro were organized? *Shoot, I can barely figure them out as individuals, you want me to take a guess at their society? Good luck figuring that one out.*

Is there anything else you can tell us that may be important? *Well, if that Pelorite is any indication, I don't think the rest of that lot can be trusted. However, I know that if you avenge Delpi's and Rob's death, the duergar and I will appreciate it. Bring us discernable proof and we'll see what we can arrange in return.*

When the PCs investigate the bodies, they will not easily find much. The dead priest has the garb and silver holy symbol of a cleric of Pelor. His gear consists of a masterwork light crossbow, 10 bolts, a dagger, spell component pouch, and survival gear for the area. However, viewing him or Delpi with a *see invisibility* or *detect magic* spell reveals more information. He has a strange, invisible tattoo on both of his palms [DC 20 Knowledge (religion or the planes): The symbol is that of Demogorgon, Prince of Demons]. These tattoos probably acted as his divine focus. Delpi has the same symbol

inscribed on her forehead, cheeks, bicep, thigh, and chest. Her tattoos almost appear to steam, with their essence slowly wafting to a few feet away from her before disappearing entirely.

As long as the PCs remain non-hostile, the dwarf and duergar do not attack them. Proceed to Encounter 2B.

Troubleshooting: If the PCs want to cast *speaking with dead* or *raise dead* on Robpod, he can recount the same events as GemFinder, Rheena, and Bolkeen. A *resurrection* is required for Delpi, since she was slain by a *death knell*, which is a death effect (A DC 17 Spellcraft check can reveal this based on how GemFinder described her death). If the PCs have the capability and wish to cast the spell, Delpi sadly refuses to return to her body.

DETERIORATING SITUATION

If at any time the PCs attempt to assault the camp, or the encounter ever turns hostile, proceed to Encounter 2A.

2A: ASSAULTING THE CAMP

If the PCs attack the camp or if dealings with the campers turn hostile, proceed with this encounter. Note that the EL for each encounter has been reduced by 1 due to PC surprise.

APL 4 (EL 5)

🔥 **GemFinder:** male dwarf fighter 1/cleric 3; hp 37; Appendix 1.

🔥 **Rheena:** female duergar ranger 2; hp 17; Appendix 1

🔥 **Bolkeen:** male duergar ranger 2; hp 17; Appendix 1

APL 6 (EL 7)

🔥 **GemFinder:** male dwarf fighter 2/cleric 5; hp 62; Appendix 1.

🔥 **Rheena:** female duergar ranger 3; hp 24; Appendix 1

🔥 **Bolkeen:** male duergar ranger 3; hp 24; Appendix 1

APL 8 (EL 10)

🔥 **GemFinder:** male dwarf fighter 2/cleric 7; hp 78; Appendix 1.

🔥 **Rheena:** female duergar ranger 6/tempest 1; hp 60; Appendix 1

🔥 **Bolkeen:** male duergar fighter 4/ranger 3; hp 56; Appendix 1

APL 10 (EL 12)

🔥 **GemFinder:** male dwarf fighter 2/cleric 9; hp 94; Appendix 1.

🔥 **Rheena:** female duergar ranger 6/tempest 3; hp 87; Appendix 1

🔥 **Bolkeen:** male duergar fighter 4/ranger 5; hp 70; Appendix 1

APL 12 (EL 14)

🔥 **GemFinder:** male dwarf fighter 2/cleric 11; hp 110; Appendix 1.

🔥 **Rheena:** female duergar ranger 6/tempest 5; hp 107; Appendix 1

🔥 **Bolkeen:** male duergar fighter 6/ranger 5; hp 88; Appendix 1

TACTICS

Duergar: Depending on when the encounter turns hostile, there is a chance that the duergar are invisible at the edge of the encampment. If they are, they enlarge themselves during the first round of combat, while remaining invisible. Rheena then closes on any obvious archers, or arcane spellcasters if no archers are present. If the PCs have an archer, Bolkeen targets any unarmored spellcasters first. If there are no PC archers, he targets spellcasters in armor instead, specifically those with predominant holy symbols. Both, however, give preference to their favored enemies over all others (gnomes and elves).

GemFinder: begins by casting a single buff spell on himself and then close to melee with any obvious warriors. If this does not seem like a good option, he instead provides spell support to Rheena and Bolkeen.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: Once the PCs have finished slaughtering the dwarf and the duergar, they can search around the camp. One of the shelters has 2 duergar bodies and that of a cleric of Pelor. The details of what happened to them are described in Encounter 2A. Other than that, there isn't much left to find here.

Troubleshooting: If things turn hostile, GemFinder continues aiding the duergar with spells and melee support, but continually says things like "*It doesn't have to come to this*", or "*Typical surface-walker, almost as bad as them derro*" in an effort to end hostilities. However, he does not stop unless the duergar do, which requires a DC 25 Diplomacy check (not including the penalty for doing a rushed Diplomacy check) from the PCs.

2B: STAYING IN OR GOING AROUND

If the PCs didn't attack the campers and either avoided them or were peaceful with them, they are instead assaulted by local creatures at night (either in the camp with the dwarf and duergar, or on their own). If they are in the dwarf camp, assume that the dwarf and the duergar are dealing with similar creatures in the vicinity, so they will not be participating in this conflict. These attacks

happen at night when the PCs are sleeping. If the PCs set a watch, determine randomly which watch this attack occurs during, with those on watch making Listen checks opposed by the creatures Move Silently check, modified for distance. Those not on watch (or if they did not set a watch) make the opposed Listen check with an additional -10 penalty for being asleep, as described in the PHB.

APL 4 (EL 5)

☛ (3) **Dire Bats**: hp 30, 30, 30; see *Monster Manual* pg 62

APL 6 (EL 7)

☛ (3) **Advanced Dire Bat** (10HD): hp 85, 85, 85; Appendix 1

APL 8 (EL 10)

☛ **Advanced Yrthak** (15HD): hp 127; Appendix 1

APL 10 (EL 12)

☛ (2) **Advanced Yrthak** (15HD): hp 127, 127; Appendix 1

APL 12 (EL 14)

☛ (3) **Advanced Yrthak** (18HD): hp 207, 207, 207; Appendix 1

TACTICS

Bats: The bats approach as quietly as possible from the air. Once they are 60 ft. over the camp, they swoop down and attack anyone standing (charging in the surprise round since they are descending). Because it's hard to distinguish someone prone from the ground itself at night, they do not attack anyone who is prone. They will also concentrate on anyone who has the ability to attack them at range.

Yrthak: They first approach from the air as stealthily as possible. Once they close, they lead with their sonic lance against any standing targets (concentrating on one if possible, or at most two). They then begin strafing the camp, coordinating it so there is at least one attacking the camp every round with a sonic attack (if there is more than one Yrthak). If any PCs are clumped together, at least one of them uses the explosion option of the sonic lance instead of a direct hit. Assuming they can continue this strategy for 4 rounds, they then close in for dinner, each one coming in to snatch the smallest PC who is furthest from the rest of the party. When any of them successfully snatch someone, it flies off with its meal (even when the meal is still fighting back), and attempts to reach and maintain an altitude of 110ft from the ground.

Development: Once the PCs have defeated this threat, the rest of the night is uneventful. Proceed to Encounter 3.

If any of the PCs were taken by a Yrthak, it continues to fly away and do damage to the PC until either the PC is rescued, escapes, or dies. If the PC escapes, the Yrthak attempts to snatch it twice more before giving up. If the PC dies (either from the Yrthak or from falling from the Yrthak), the creature lands to eat the PC. The rest of the party can spend 1 TU finding the dead PCs remains and gear, but there is not enough of a body for a *raise dead* to work. See the "Eaten" award on the AR. If it is decided to pursue this option now, it is possible to recover the body and continue on with the adventure. However, if the PCs are unable to provide the spells needed to bring their comrade back to life and go back to town to get the spells, they arrive too late in Encounter 9.

3: ROCK IN A HARD PLACE

The PCs continue to follow the map they were given and eventually arrive at the area of interest.

You finally reach the area that you believe corresponds with the area indicated on your map. However, given the non-specific nature of your search area, finding a specific location among the many small valleys, caves, and mountain peaks could take days, potentially weeks; especially if you don't want to split the party...

Once they arrive, the PCs need to attempt to find the entrance to the ancient library. Since they are closer to the library now, divination spells will be more accurate and assist in narrow down the target area. Use the following to determine how long it takes the PCs to find the entrance:

The base time period is 15 days, which can be reduced to a minimum of 1 day.

- Subtract half a day per spell level for each divination spell cast that would assist in narrowing down the search (like a properly asked *divination* spell, *commune*, etc.)
- Subtract half a day for each PC that has the Track feat
- Subtract half a day for each PC that has 5 ranks in the following skills (multiple skills stack): Knowledge (geography, local-NMR, history), Search, and Survival.
- Determine if the PCs are searching as a close group (all in a 40 ft. spread, which paranoid players will likely want to do), or spreading out (searching with more than 40 ft. separating each PC, almost "splitting the party").
 - If they are searching in a close group, have a lead PC make a single Search check, with the other PCs aiding if they wish. (PCs with the Track feat may use Survival instead.)
 - If they are spread out while searching, have every PC make a Search check (or Survival if the PC has the Track feat). Add these checks together.

- For every 2 points by which the check exceeds 20, subtract half a day.

Once the time spent searching has been determined, the PCs read or paraphrase the following:

You finally come across a large, nearly perfectly round boulder that is very out of place for this region. After investigating it carefully, it is obvious that something is under the boulder.

The PCs can employ several methods by which to move or remove the boulder, depending on their capabilities. They could eventually hack it to smaller bits and move it, stone shape a tunnel through it, stone to flesh a small tunnel and BBQ their way in, etc.

🔱 **Boulder:** 10 ft. diameter; hardness 8; hp 1800; AC 4; Move Str DC 35; weight: 43 tons.

Once the PCs figure their way past the boulder, read or paraphrase the following:

Now with that out of the way, you see a deep tunnel leading below the mountain's surface. The air rushes to escape the tunnel and a strong odor of mildew and decay assaults your nostrils.

Because of the smell, have the PCs attempt a DC 14 Fortitude save or be sickened for 1d10 minutes. Gnomes suffer a -2 penalty to this save because of their keen sense of smell.

Any PC that makes a DC 15 Spot checks notices the following:

Instead of the inky blackness one expects when staring into darkness, you notice a strangely faint, purplish hue to the tunnel.

This is the awakened arcane energy of the library. Using *detect magic* reveals that there is a faint aura of magic, and a successful DC 24 Spellcraft check reveals it to be necromantic in nature. Although this has no initial affect, the PCs may notice it as they explore the tunnels looking for the Library (as noted later in the adventure).

Also, for every hour that a humanoid (and only a humanoid) spends underground, it must make a DC 10 Fortitude save (+1 DC for every additional hour spent in the tunnel). Failure results in 1 point of Con and Wis damage. This damage is only noticed if the victim succeeds at a DC 10 Wisdom check to recognize that the headache and slight nausea are artificial. This drain can only be removed (via a *lesser restoration* or similar magic) if they leave the underground area and are under the open sky.

Further, any creature of animal intelligence (Int 1 or 2) is reluctant to go into the tunnel, but will follow if 'pushed' to. However, they are considered to be shaken while inside the area.

Once the PCs enter the tunnel, proceed to Encounter 4.

4: I REALLY DON'T CAIRN

The first part of the tunnel leads to an old Flan burial cairn. For ease of visualization, you may want to draw a small map of the side rooms (see Judge Maps Appendix),

🔱 **Ceilings:** are 15 ft. tall unless otherwise noted.

For the typical room off the main tunnel that the PCs initially encounter, read or paraphrase the following:

The air here is fairly still. Carved alcoves line the wall, and there are raised altars in the middle of the narrow hallway. Cobwebs hang lazily from the ceiling as well as every corner of every alcove. Each alcove contains skeletal remains of some long-forgotten humanoid. Each altar has several jars, possibly urns, along the edge. A bejeweled skeleton lies in the middle of the urns. Two crossed swords lie atop its remains, and appear to still be highly polished.

A DC 20 Heal check reveals that the remains here are at least several hundred years old. A DC 23 Knowledge (history) check informs the PC that this area must have been created before the Oeridians settled in the Pale.

Only the swords radiate any magic (faint, no school). Anyone attempting to remove the jewels or swords from the skeleton may do so with no apparent effect (for now).

Once the PCs pass the third side room, have all humanoids make DC 10+1/2 APL Fortitude saves (since the arcane energies are proportionate to the amount of life force that enters the area). Anything that fails suffers 1 point of Str and Cha damage. This damage is, however, only noticed if the victim succeeds at a DC 10 Wisdom check to recognize that the melancholy and lethargic feelings are artificial. This damage can only be removed (via a *lesser restoration* or similar magic) if they leave the underground area and are under the open sky.

The fifth room down the main hallway is different. Once they get there, read, or paraphrase, the following:

This side room is slightly different to the others you have passed. It is a much larger and taller room with a 30ft ceiling. And instead of the altars with the sword-skeletons atop them, it instead has a dais against the far wall. The dais is rather plain, save for the crumpled skeleton lying quite unceremoniously across it, which has two small rubies placed in its empty eye sockets. Also, there is an old, degraded pack near the skeleton, and it looks like several of the cobwebs around it have been disturbed at some point in the last several years.

Be sure to draw a map of this out, and have them move their miniatures on their own, almost like you are checking to see if they step on a trap. The PCs may be

suspicious of the skeleton as well. The fey placed the rubies in the sockets in hopes of delaying any intruders from moving too much further into the burial chamber before a guard patrol can arrive.

If the PCs move to investigate the skeleton, they may glean several interesting facts about it and this place.

Knowledge (local – Any)

- DC 10: This was a human
- DC 15: From the remains of his clothing and gear, he was Oeridian.

Knowledge (history)

- DC 15: The style of dress and gear indicated that this person was around about 80-100 years ago.

Heal

- DC 15: He died over 50 years ago.
- DC 20: He has several small weapon marks on his bones
- DC 25: The wounds alone didn't kill him, something else did.
- DC 30: It appears that he actually died from the inside out.

Search

- DC 20: several tiny metal triangles can be found around him and his equipment. A DC 15 Craft (weaponsmithing) check reveals these triangles to be either tiny or small spear points or arrowheads.

Also, several items are still intact in the man's pack and on his person;

- *safewing emblem* (MIC 131)
- 3 *fountainhead bolts* (MIC 52)
- *everlasting rations* (MIC 160)

ATTACK OF THE FEY

While the PCs are investigating the body, or right before they decide to leave the room, a few of the locals discover them and engage. Have the PCs roll Listen checks opposed by the creatures Move Silently. If the PC wins, they hear a strange buzzing noise coming down the hallway and may act in the surprise round.

APL 4 (EL 6)

🐝 (4) **Grig security patrol**: Advanced grig; hp 13, 13, 13, 13; Appendix 1

🐝 (4) **Giant Bee**: hp 13, 13, 13, 13; MM 284

APL 6 (EL 8)

🐝 (5) **Grig security patrol**: Advanced grig fighter 1; hp 28, 28, 28, 28, 28; Appendix 1

🐝 (5) **Dire hawk**: hp 32, 32, 32, 32, 32; Appendix 1

APL 8 (EL 10)

🐝 (5) **Grig security patrol**: Advanced grig druid 2/fighter 2; hp 57, 57, 57, 57, 57; Appendix 1

🐝 (5) **Advanced dire hawk**: hp 59, 59, 59, 59, 59; Appendix 1

🐝 (5) **Giant bee (animal companion)**: hp 13, 13, 13, 13; MM 284

APL 10 (EL 12)

🐝 (5) **Grig security patrol**: Advanced grig druid 2/fighter 4; hp 75, 75, 75, 75, 75; Appendix 1

🐝 (5) **Advanced dire hawk war beasts**: hp 85, 85, 85, 85, 85; Appendix 1

🐝 (5) **Giant bee (animal companion)**: hp 22, 22, 22, 22, 22; Appendix 1

APL 12 (EL 14)

🐝 (5) **Grig security patrol**: Advanced grig druid 4/fighter 4; hp 91, 91, 91, 91, 91; Appendix 1

🐝 (5) **Advanced 2-headed dire hawk war beasts**: hp 113, 113, 113, 113, 113; Appendix 1

🐝 (5) **Giant Bee (animal companion)**: hp 22, 22, 22, 22, 22; Appendix 1

Tactics

They fey enter the room in a spread and staggered formation, and not all at once. This is in an attempt to avoid them all being crippled or wiped out with a simple area effect. Before making any attacks (and during each round), one obviously orders the rest in Sylvan to "Kill the Intruders" or "Slay the Big-Folk" or "Slice off their knee-caps".

Using their mounts' speed and capabilities, the fey try to remain above and far from any grounded PCs. If a *glitterdust* spell (or any "No Spell Resistance" spell) is ever cast, all of the fey target the caster for using what they consider a coward's weapon. Other than that, they attempt to pick off any range-capable targets, starting with the most proficient (archers and arcane casters, then druids and possibly clerics, then most other warrior types). If their mount dies, they will continue to assault the PCs, fighting defensively and attempting to generally annoy any grounded PCs, allowing the remaining airborne to bring their foes down. If a grig dies, his mount leaves, returning to headquarters (hence the EL adjustments noted above).

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: These are the front guard of the fey community that has moved into this portion of the chambers. If any of the fey are captured and questioned, they only give their name (either Go'pango'lopo'doc, Martonistoria, Nevelp, or the leader, Claire) and rank (all but Claire are Twigtinkerbell First Class, she is a Master Stickchime). Any attempt at Diplomacy by a non-fey is at a -10 penalty (beyond any normal penalties suffered by the PCs), with an additional -4 penalty per size category

the lead PC rolling the check is larger than they are. They will only talk more if they are moved from their initial hostile state to friendly or better.

If they are magically compelled or having their minds read, they are very protective of their community, which has had nothing but bad experiences with any small or larger non-fey creatures, especially during the long Troll Winter. A few of their surface scouting parties have also gone missing recently. The only thing they know about things beyond their community is that any of their ilk who has attempted to go past “The Webs of No Return” haven’t come back, hence the name “The Webs of No Return”.

Because the fey are not humanoids, the draining arcane energies do not damage them, so they know nothing about it. They will have no idea how or when it started, anything related to it, nor how to stop it.

Once the PCs are done here, proceed to Encounter 5.

5: THEY ARE FEY AFTERALL

DM’s Note for Limited session time: Simply ask the party what they would do after finding or running into several annoying yet harmless traps instead of going through the traps individually and waiting for them to give up searching. Employ this time saver for everything before Encounter 7.

The main hallway continues on as before, with side rooms down a main hallway.

After the PCs leave the fifth room with the dais, they are in the area that has been controlled by the fey. They have placed hundreds of traps between the fifth side room and the fifteenth side room, but only a few of them are potentially lethal. Below are some examples of the traps the PCs will face while they continue. The fey hope that anyone actually searching for traps will give up after the first 10 or so that simply turn them pink, coat them with powder, or trip them, and either leave or simply stop searching and trigger the more dangerous ones (if they stop searching, or never start, simply describe what happens with the annoying traps). Don’t forget that it takes a standard action to search a 5ft square for traps, and for every hour the PCs remain here they will be subject to the arcane draining effect (see Encounter 3 for the details).

The first 10 or so traps (magical traps have a Search and Disable Device DC of 25, the mundane ones have a Search and Disable Device DC of 18), but feel free to mix them up, or repeat them as you see fit:

- *prestidigitation* (face and hair turn hot pink for 1 hour, Will DC 10 negates). [if this trap is used more than once, it is a different color each time, and targets a different section of the body as well)
- Tripping (touch attack of +10, trip bonus of +5)
- *create water* (all in 5 ft. radius, Ref save DC 10 to avoid being soaked)
- Flour (all in 5 ft. radius, Ref save DC 12 to avoid being coated with flour). If wet, the flour will

gum and harden if not removed in 1 minute, resulting in a -1 penalty to hit, damage rolls, Ref saves, and Dex and Dex- based skill checks. It takes 6 full rounds to remove the flour either before or after it hardens.

- *arcane mark* (visible writing on forehead, says THIEF in sylvan. Lasts 1 month, no save)
- *dancing lights* (as the vaguely humanoid shape. It is placed at one of the entrances to a side room the PCs have already passed, with cover from the wall)
- Pit fall (5 ft. fall, DC 12 Ref save to avoid, failure results in falling prone in the shallow pit, but no damage)
- Rock Dust (all in 5 ft. radius, Ref save DC 15 to avoid the dust). The dust results in a -2 penalty to hit from the dust being in the eyes and the scratchiness of it on the skin. Spending 3 full rounds flushing out the eyes with clean water reduces the penalty to -1. Washing yourself and your gear thoroughly for 5 minutes reduces the penalty by another point.
- Repeat the above as you see fit, or something similar

Also, once the PCs pass the sixth side room, have all living creatures make DC 12+1/2 APL Fortitude saves (as the arcane energies are proportionate to the amount of life force that enters the area). Anything that fails suffers 1 point of Dex and Int damage. Again, this damage is only noticed if the victim succeeds at a DC 8 Wisdom check to recognize that the slightly drunken feelings are artificial. This damage can only be removed (via a *lesser restoration* or similar magic) if they leave the underground area and are under the open sky.

After about 12 of the annoying and inconsequential traps (or if the PCs give up searching for traps), they will find that the fey have also built a more elaborate and slightly more dangerous trap.

➤ Varied Trap. See Appendix 1

Once the PCs pass the tenth side room, have all living creatures make DC 14+1/2 APL Fortitude saves (as the arcane energies are proportionate to the amount of life force that enters the area). Anything that fails, suffers 1 point of Str and Cha damage. Again, this damage is only noticed if the victim succeeds at a DC 6 Wisdom check to recognize that the melancholy and lethargic feelings are artificial. This damage can only be removed (via a *lesser restoration* or similar magic) if they leave the underground area and are under the open sky.

Once the PCs pass the eleventh room (after another 8 annoying traps), proceed to Encounter 6.

6: YOU CAN'T PIXIE YOUR FRIEND'S NOSE

As the PCs proceed down the corridor, a curious, lonesome, friendly and generally helpful pixie reveals herself (so to speak). Read or paraphrase the following:

After dodging countless tripwires, flour bombs, columns of water, buckets of ship tack and feathers falling from above [and the pit trap if they fell down it], you can only imagine what other mindless and annoying traps you might encounter ahead. The corridor, however, does show evidence of some residency. The cobwebs aren't nearly as thick, and there is a slight smell of lavender in the air. At least you're making progress towards... something??

At this point, have all the PCs roll Listen checks (and Spot checks to see if they notice invisible creatures), modified for distance and lighting, opposed by the pixie's Move Silently (and Hide if applicable). Anyone who succeeds notices a high-pitched whining noise coming quickly towards the party (or a small flying creature racing around a corner about 50ft away heading towards the PCs, if they can spot her through her *greater invisibility* spell), and may act in the surprise round.

♣ **Lilyfoot Waspracer:** female pixie bard 2 (Hide +14, Move Silently +5, Initiative +5, has Otto's *irresistible dance* spell-like ability).

Tactics

If any PCs notice her and act before in the surprise round, they may set off the trap early, which will hurt. If she sees any PC attempt to move ahead of the lead PC, she lets out a long, high-pitched "***Noooooooooooooooo!!!!!!!!!!!!!!***" until her action.

Lilyfoot's surprise round is spent moving to an area 10 ft. ahead of the lead PC (at the time initiative is rolled), and diving into the ground, which triggers the next dangerous trap in the corridor.

↗ Fusillade of Small Darts

CR 0 (PCs shouldn't trigger it, so no XP is assigned to this trap); mechanical; location trigger; manual reset; Atk +20 ranged (1d3+1, small dart); multiple targets (3d6 small darts per target in or adjacent to the affected square); Search DC 21; Disable Device DC 25.

Since the darts are not made of cold iron, Lilyfoot has nothing to fear as the small darts attempt to shred her to ribbons. Read or paraphrase the following once she triggers the trap:

The small, winged creature raced towards you, only to veer at the last moment and go face first into the dirt, causing dust and rocks to erupt from the floor in an obscuring cloud. All of a sudden, a hundred or

so small darts come shooting out of the walls, screaming towards the area around the small creature's impact.

If the PCs attempt to attack her, proceed through combat as normal (with the dust cloud remaining for 1 round, providing concealment to all in the 5 ft. square. Lilyfoot's combat statistics are in Appendix 1. Her first reaction is to flee away from the hostile PCs if she can). If the PCs are not hostile towards her, then leave initiative and read the following:

A slight cough can be heard from the center of the dust cloud. As the dust settles, you see a two-foot-tall humanoid-looking creature with insect-like wings. Well, four-foot-tall if you include the red feather sticking out of her pointy green hat. She also wears a green, tight-fitting top with matching skirt, seemingly woven from some grassy substance. At her hip is a small sword of some variety, with a bow and quiver of arrows at her back. A small set of drums are on her other hip. And, to complete the outfit, her shoes are a dark green, and come to an upturned point at the ends, each tipped with a small bell. Standing, she dusts herself off, knocking many of the small darts to the floor that were still caught in her clothing to the floor.

Assuming the PCs say something to her while she is dusting herself off, proceed to the questions section below. If they don't, she introduces herself and starts talking a mile a minute (basically, not using full stops in her speech pattern) about how she rarely gets to really spread her wings and fly really fast which is what she always only really wants to do and did you see all those darts they kind of tickled...and so on. She talks like a hyperactive 11 year old girl after 3 pixy sticks (pun intended) and an energy drink, and constantly changes subjects if left to her own devices. Any time the PCs are not talking, she fills the void by asking a question out loud, only to answer her own question, which generally results in her finding another subject to ponder, and the circle continues until someone attempts to interrupt her. If the PCs interrupt her with a question, cut off at that point and start answering the next one. If they don't interrupt, just keep spewing random stuff at them beyond what is listed.

Who are you? *“My name’s Lilyfoot Waspracer. I got the name because I like to fly really, really fast and one time I flew so fast that when I tried to stop my feet were so swollen from scraping along the ground that they were the sizes of a lilypad. I saw a frog sitting on one once, it was green. They can hop really far you know, and some are poisonous, like a snake. They slither all over the place, I don’t like them. Although when they shed it’s kind of neat. We keep all of our tools in a shed. It’s big and brown....*

Why did you set off that trap? *Well*, [looking at any PC who has fallen victim to the most traps, or the party in general if they avoided most of them] *it looked like you might have needed the help. That one is a doozy. Luckily the little darts we generally use can't really hurt us, just in case they install a new trap and 'forget' to tell everyone. That happens a lot sometimes. They always forget to tell me about the new traps. This one time, they installed a new one that...*

I wonder why they don't tell you about the traps? *Well, one time, after I found my nest and stuff outside the main chamber, I went and talked to the Elders. They're nice. After a week, the new Master Trapmaker just turned to me and said* [she gets really huffy and talks in an artificially deep voice] *'You'll leave your nest where it is for now, while we investigate. And we don't want you coming back yet, since that might compromise our findings. We'll see how that helps my sanity.'* [going back to her normal voice] *"Not really sure what he meant by that, since it's been a long time since I've actually driven anyone insane. Apparently you shouldn't make the same person dance for you each day over the course of a year, especially if they are in the middle of making 'delicate and fragile' traps. I like to dance, it's fun." She begins twirling herself about in the air randomly while humming an interestingly chaotic melody...*

How long ago was that? *"Um...lets see..." she concentrates for a moment, moving her fingers up and down and mumbling something to herself, "going on three years now I guess. I'm waiting for the new Master Trapmaker to say I can move my nest back. I didn't think it would take them this long to find and punish the ones who moved it. Man, I'd hate to be them right now..."*

(In reality, she has been informally ostracized from the others because of her annoying tendencies and that she is friendlier and less mischievous than the others. She hasn't quite realized this fact though.)

What can you tell us about this area? *"Well, let's see, it's underground. It sort of smells like dead, soggy mushrooms. The grig army has standing orders to attack anyone who's not a fey and is bigger than them, the people you are following went beyond the* [in a scary voice with arms stretched and waving] *"Webs of No Return", they didn't seem as nice as you guys, and they smelled funny. Like when you hide a dead slug under someone's nest and they don't find it for a week. They slipped passed the patrols though. I'm sort of glad. I think they would have done something to my friends if they knew about them. I don't think a zombie grig would be any fun any more..." She starts walking slowly, shuffling her feet with her arms held out, chanting "leaves..." in a raspy, slow, deep voice.*

Others came by here? *Yeah, a few days ago. They flew by really fast. I'm faster though. They weren't really exploring though. It's like they'd been here before or something. Went straight for the webs and went in. I don't think we'll see them again. No one ever comes back from the* [again in a scary voice] *"Webs of No Return".*

Where are the "Webs of No Return? (If the player who asks this doesn't say it in a scary voice, she corrects them) *The* [in a scary voice] *"Webs of No Return" are down the hall, passed the fifteenth room. Can't miss them. Not really sure why they are there, but that place is not a fun place to be. One time, I threw a slug through the webs, and it never came back. I'm sure other folk went missing as well, but I don't remember that far back. Pretty sure the Webs have been around since even before the dead people got here.* (gesturing towards one the alcoves with a skeleton in it) *They don't really bother us much. They just sort of lie there. I tried poking one once just to make sure, but nothing happened. They're suckers...*

If the PCs ask any more questions, she will proceed to rattle on and on about a seemingly related topic (to her anyway). If the PCs leave to find the "Webs of No Return" she will follow them and keep talking unless told not to. If she is told to stay in a mean way, she gets sad, starts to cry VERY loudly, and runs off in the opposite direction. If she is asked nicely to stay, have the main talker roll a Diplomacy check, with any other PCs aiding if they wish. If they get a DC of 20 or higher, they have gained her favor. If the PCs allow her to come along, but quietly, they automatically gain her favor. However, if they allow her to come along and keep talking, have them make a Diplomacy check. If they get a DC 30 Diplomacy check or higher, they may instead take her as a cohort instead of gaining her favor (just because one PC takes her as a cohort does not exclude the others from gaining her favor as well).

Once the PCs press on, they encounter a few more annoying traps, but Lilyfoot will guide them around several of them if she's allowed to accompany the party.

Troubleshooting: If the PCs confess to attacking and KILLING the grig patrol earlier, Lilyfoot will find that very sad, but not take it personally (*pixies are better than grigs after all, my dad once told me that the only good grig is the one drunk playing the fiddle in the corner, but then I once saw another one playing in the corner, but he wasn't drunk, but I'm sure he was still ok. Fiddles are fun though, you can dance to them forever...*), and want to inform their families immediately about their loss. The PCs will need to succeed at a DC 25 Diplomacy check to stop her willingly (they get a +10 to the check if they promise to tell the parents while they are leaving, even if they don't mean it, since she'll probably forget about telling them by then anyway).

7: THE WEBS OF NO RETURN

DM's Note: Limited session time: You can storyline the confusion effect, simply noting that half the party wants to go a separate way but it is eventually worked out as to which way to go. Since most of the effects of the guards and wards are more annoying than dangerous, you can also storyline most of the effects, stating that it is a long and slow journey through these halls.

What is known as the "Webs of No Return" to the local fey community is actually a *guards and wards* spell that permanently protects the area. The corridor is perfectly square, 10 ft. wide and 10 ft. high. Also, after every 10 ft., there is a small, 1 ft. step down. Knowledgeable PCs (those succeeding at a DC 26 Spellcraft check) can tell that the corridor was created by the use of the *disintegrate* spell being cast multiple times. PCs with stonemasonry, or those who succeed at a DC 15 Knowledge (arcane, architecture and engineering, or nature) or Craft (stonemasonry) will know that the corridor is not natural, and most likely created magically, since most craftsmen wouldn't leave the seam. The map notes which spell effects are where in this small labyrinth.

Entrance

Because of the regular steps every 10 ft., this area is covered with webs (as per the *web* spell) for its entire length of 100 ft. Also, any PC who enters the corridor must make a DC 21 Will saving throw or fall victim to a *suggestion* to proceed through the webbing. Several dead pixies, grigs, and other tiny fey creatures can be seen caught in the webbing, with a few lying on the floor. A DC 15 Heal check reveals that they all died from dehydration or starvation.

Corridors

All of the corridors have a continual fog effect in them, providing concealment (20% miss chance) to any creature within 5 feet, and total concealment (50% miss chance) past that distance.

Room 1

This room is filled with a nauseating cloud (as *stinking cloud*, but the save DC is as the *suggestion* noted above). If a PC can actually navigate through the sickening vapors, they will discover that this is an old cloakroom. A few tattered cloaks remain on the pegs around the wall, as well as a sturdy chest against the far wall.

Sturdy Chest: hardness 5; hp 30; AC 5; Break DC 20. Contains 10 silver clasps etched in bronze and inlaid with garnet (10gp each).

Corridor

Leaving the cloakroom, there is a 50% chance that the PCs accidentally head back to the webbing without noticing, thanks to the lesser confusion effect provided

by the *guards and wards* (no save). If this happens, do not let on that the PCs have gone the wrong way and let them attempt to proceed through the webbing, and exit the corridor.

Room 2

The doors to this room is under the effects of an *arcane lock*.

Iron Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 38. (*knock* suppresses the *arcane lock* for 10 minutes, or it can be removed with a successful *dispel magic* against a caster level of 13)

Another cloud of sickening vapor clings to this room (as *stinking cloud*, DC 21 Fort save as the *suggestion* noted above). If the PCs are able to explore this room, they will determine it to be a small and elegant dining room, complete with an elaborately set table and cushioned chairs. Connected to the dining room is a small and functional kitchen. There are a few items of use here is the PCs can find them. A DC 20 Search check of the kitchen area will find a box of 10 tindertwigs and a thunder stone. If the Search check is 30 or higher, they also find an *everfull mug* (See New Items Appendix) and a *field provision box* (See New Items Appendix) in a hidden cache under a counter.

Corridor

Again, there is the lesser confusion effect to contend with, with a 50% chance that the PCs head for the entrance instead of further into the labyrinth. In the corridor beyond the eating chamber is a continual *gust of wind* provided by the *guards and wards*. The PCs must make a DC 21 Fort save. Any small creatures who fail fall prone (or blown back 1d6x10 feet if flying). Any Medium creatures who fail are unable to move forward (or blown back 1d6x5 feet if flying). Large creatures are unaffected. A creature may attempt to assist a single creature one size category smaller than itself (or 2 creatures if they are 2 size categories smaller). Before rolling their saving throw, they may subtract a number from their saving throw (to a maximum of their base save) and the creature they are helping may add that number to their own saving throw. The assisting creature is also treated as one size category smaller when determining the effects (so a large creature assisting another creature is counted as a medium creature when determining what happens).

Room 3

The door to this room is hidden under a *silent image*. A DC 15 Search check will find it, as will a successful DC 21 Will save if it is interacted with. It is also under the effects of an *arcane lock*.

Iron Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 38. (*knock* suppresses the *arcane lock* for 10 minutes, or it can be removed with a successful *dispel magic* against a caster level of 13)

This is a small bedroom that has seen better days. It looks like a small melee ensued here recently, as there are stains and claw marks everywhere, and the furniture is toppled over. A large rug dominates the center of the room, with large chunks of flesh and blood splattered around it.

There is a locked armoire against the far wall, a locked desk against the near wall, and a small bed in the corner with a locked footlocker at its end. All of the locks are of good quality (Open Locks DC 30).

Armoire: The armoire contains a large amount of dusty and moth eaten clothing.

Desk: There are ancient papers that crumple at the slightest movement and can't be restored by any means. (Don't worry, there was nothing important on the paper anyway).

Footlocker: The footlocker has other assorted ratty garments, but also a small box with a gold pendant (15 gp).

Investigating the carnage can reveal the following information:

- There are at least 2 humanoid corpses here. One appears to have been wearing the garbs of a follower of Delleb, the other of St Cuthbert. However, if one can see invisibility, the left had of both humanoids bears a symbol associated with the cult of Demogorgon, Prince of Demons.
- A DC 20 Heal check also reveals that they were not just killed by shear damage, but also appear to be poisoned and diseased. If the Heal check was DC 25 or better, one can tell that the poison and disease were the results of the wounds inflicted.

Corridor

Yet again, there is the lesser confusion effect to contend with, with a 50% chance that the PCs head for the entrance instead of further into the labyrinth. Also, throughout this corridor are four *dancing lights* that resemble a vaguely humanoid shape. They are individually programmed to stay in one spot for twelve seconds, then quickly move to another spot 50 ft. away for another twelve seconds, and so on. Because of the fog, the PCs will most likely see a quickly-moving, glowing, humanoid shape in the fog, or one standing quietly and then quickly darting away.

Room 4

The door to this room is hidden under a *silent image*. A DC 15 Search check will find it, as will a successful DC 21 Will saving throw if it is interacted with. The door is also under the effects of an *arcane lock*.

◆ **Reinforced Iron Door:** 3 in. thick; hardness 10; hp 90; AC 5; Break DC 40. (*knock* suppresses the *arcane lock* for 10 minutes, or it can be removed with a successful *dispel magic* against a caster level of 13)

This door leads to the Main Chamber – proceed to Encounter 8.

8: HIDDEN SECRETS OF AGES PAST

Once the PCs enter the Main Chamber off of the Labyrinth, read or paraphrase the following:

Once you enter, it's plain to see that this is a great library from ages past. Bookshelves occupy every wall and most of the open space in front of the door, with a small isle running between each one. Each bookcase appears to be completely full of books, jars, wooden or metal boxes, and anything else that would fit on them.

Despite there being no sign of habitation, the air isn't stale, dust has not settled on any surface, and the bookshelves and their contents are not in disrepair.

If the PCs proceed past the maze of bookshelves, read or paraphrase the following:

Once past the tight quarters of the bookshelves, the vastness of this room is now apparent. There are several tables and desks set up, many with long forgotten experiments dried to their surfaces. Beyond the tables, there is a large open area covered with several decorative rugs. Against the far wall, there is a well-lit recess, with a large alabaster pedestal sitting atop another bookshelf, short but wide and ornately carved. They both sit in front of a large tapestry bearing the symbol of the Great Kingdom.

The pedestal and bookshelf sit empty in front of the tapestry.

Because of the vastness of the library, it takes the PCs a base time of 24 hours to thoroughly search the whole thing in hopes of finding the tomes they seek. Again, they can go about searching the library in one of two ways: all together, or spread out. If they decide to search all together, a lead PC rolls a Search check. Any PC within 15 ft. can aid this check. If they decide to search individually, this will speed up the search but result in the PCs being spread out. Have all of them roll a Search check and combine the result. Either way, for every 5 points by which the check exceeds 20, reduce the base time by 2 hours, to a minimum of 2 hours. After the total amount of time is spent, the PCs discover several books containing notes about the tomes they are seeking, but not the tomes themselves. They also discover several other useful reference books, as described on the AR.

If the PCs ask about the draining arcane energies that existed in other parts of this labyrinth, A DC 10 Wis check discovers that the draining energy appears to originate from, but is not, in fact, affecting the library.

If the PCs wish to specifically search around the empty pedestal only instead of searching the whole library, they may find a secret door or two but miss out on the secrets the library holds. A DC 15 Search check reveals a concealed door behind the tapestry. If the Search check is 25 or higher, another secret door is found to the left of the bookcase.

If the PCs spend more than 12 hours searching the library, Encounter 9 takes place in the library as the other group is leaving the labyrinth (after successfully gaining the Tome). Otherwise, proceed to Encounter 9 once the PCs go through one of the secret doors.

9: WATCH AND LEARN

Depending on which door the PCs find or go through dictates where they emerge in the final chamber of the labyrinth.

If they proceed through the door behind the tapestry, they emerge into a great room on the ground floor.

If they proceed through the door to the left of the bookcase, they eventually head up a small spiral staircase and emerge on a balcony that lines the great room, giving them a great tactical advantage if they choose to utilize it properly.

Once the PCs enter the Great Room, read or paraphrase the following text, changing what is necessary depending on how the PCs came into it.

The small, dark corridor you are in ends in a large, sturdy iron door.

Assuming the PCs open the door

The door opens into a large Great Room. Lining the room is a banistered balcony that runs along three of the walls. At the far side of the room, a Lydian priest stands on a raised area in front of a brass-inlaid wooden throne. Before him stands several other creatures [use the descriptions provided below, depending on APL].

APL 4 (EL 6)

The group gathered before the throne is an odd sight. The others in the chamber are a Pholtan priestess flanked by two bloated and putrid creatures, with pus oozing from every pore.

APL 6 (EL 8)

The group gathered before the throne is an odd sight. The others in the chamber are a Pholtan priestess flanked by two bloated and putrid creatures, with pus oozing from every pore. Behind the priest stands a gangrenous creature of rotting flesh.

APL 8 (EL 10)

The group gathered before the throne is an odd sight. The others in the chamber are a Pholtan

priestess flanked by two gangrenous creature of rotting flesh. Behind the priest stand two large grey skinned dwarves..

APL 10 (EL 12)

The group gathered before the throne is an odd sight. The others in the chamber are a Pholtan priestess flanked by two gangrenous creature of rotting flesh. Behind the priest stands several large, vulture-like creatures.

APL 12 (EL 15)

The group gathered before the throne is an odd sight. The others in the chamber are a Pholtan priestess flanked by several vulture-like creatures. Flying above the discussion are about a dozen more of the vulture-like creatures.

It appears you interrupted some form of negotiation.

It is nearly impossible for the PCs to open the door with any sort of stealth. However, they may have other means of entering and surveying the room without interacting with the ancient door. In this case, determine who, if any, in the room notice the PCs enter. Otherwise, The Builder notices them and addresses them as follows (if, at any time, the PCs want to throw down, let them, but The Builder considers this to be quite rude and joins the side against the PCs):

"Ah, I see I have other guests as well. I will address your business once I am done with my current company, and then I will see to your needs... Well, unless their needs and your needs coincide..." Addressing the others in the room "excuse me one moment will you" and turning his attention back to the PCs "What is it you seek?"

If the PCs are truthful and mention the tomes, then read the following. If not, then The Builder will inform them that the business is unrelated and that they can wait in the library.

"Ah, then we appear to have a problem. See, I possess what you seek. However, these creatures were here first, and seek the same thing. This raises an issue for me. It would be rude of me to ignore those that approached first, especially since they provided me with a substantial donation already (gesturing towards himself). However, knowing that it is wanted by others also raises the question as to whether or not they were attempting to pull one over on me since I have been removed from this realm for ages. How do we solve such a situation I wonder?"

He sits on the throne, stroking his chin with one hand while resting the other on his knee. "Etiquette is somewhat contradictory in this case,

for it would be rude of me to also deny the pleasures and desires of my current guests as well...

Perhaps the two interested parties will discuss amongst themselves on how to rectify the situation, and perhaps reach some form of agreement as to how to proceed.

Once you've reached your decision, the... victorious party may approach and receive that which they have come for."

There are many ways to interpret his suggested method of settling the problem, and all are available to the PCs at this point if they decide to act on any of them. Below describes a few of the likely options to be used: Diplomacy, Combat, and Guile (A DC 20 Sense Motive check picks up that The Builder is somewhat bored, and a rousing and flashy combat may entertain him).

Diplomacy: If the PCs attempt to use diplomacy to claim the tome, it is far from guaranteed. The other group are worshippers of Incubulos, and wish to destroy the tome for reasons they will not discuss. Once they've explained that they want it destroyed, any pressing into the matter that may result with them not being able to destroy it will result in Combat (see below). For this reason, any attempt at Diplomacy that does not result with the tomes immediate destruction is at a -20 penalty. (Just a reminder, the PCs were sent to recover the tomes for they may hold several insights and potentially heretical "truths" that may need to be brought to light for all the churches involved).

Combat: This is pretty straight forward. The victor would be whichever side wins the fight. As soon as the first hp of damage is inflicted or the first spell goes off, The Builder can be seen to move to sit right on the edge of the throne and observe the action with great rapture.

If any of the players explain their actions with great flavour and artistically (especially if they name their moves ala old Kung Fu movies), explain that The Builder has taken notice of them and smiles, almost like a child engrossed in a tournament. Playing up on this fact can greatly impact dealing with The Builder after the fight.

Guile: This can cover so many other means. Use your discretion on how to deal with this, but know that the Tome is nowhere to be found in this chamber (as described later), and can only be reached by The Builder. However, talking to him and talking up one's allies while the fight is going on (a full-round action) may impact his attitude when dealing with the PCs, and may even cause him to assist every once in awhile (see tactics).

APL 4 (EL 6)

- ☛ **Plague walker (2):** hp 42, 42; Appendix 1.
- ☛ **Young green hag** (disguised as Pholtan priestess): hp 33; Appendix 1.
- ☛ ***The Builder** (non-combatant unless provoked, in body of "Lydian" Priest): no stats.

APL 6 (EL 8)

- ☛ **Plague walker (2):** hp 42, 42; Appendix 1.
- ☛ **Plague blight:** hp 45; Appendix 1.
- ☛ **Green hag** (disguised as Pholtan priestess): hp 49; As MM 143 but with *healing belt* and *cloak of elemental protection*. (Appendix 2).
- ☛ ***The Builder** (non-combatant unless provoked, in body of "Lydian" Priest): no stats.

APL 8 (EL 10)

- ☛ **Plague blight (2):** hp 45, 45; Appendix 1.
- ☛ **Annis hag (2)** (disguised as grey skinned dwarves): hp 45; As MM 143 but with *anklet of translocation* (Appendix 2).
- ☛ **Green hag** (disguised as Pholtan priestess): hp 49; As MM 143 but with *healing belt* and *cloak of elemental protection*. (Appendix 2).
- ☛ ***The Builder** (non-combatant unless provoked, in body of "Lydian" Priest): no stats.

APL 10 (EL 12)

- ☛ **Advanced plague blight (2):** hp 90, 90; Appendix 1.
- ☛ **Night hag** (disguised as Pholtan priestess): hp 68; as MM 194 but with *tan bag of tricks*.
- ☛ **Vrock** (with *mirror images*): hp 115; MM 48.
- ☛ ***The Builder** (non-combatant unless provoked, in body of "Lydian" Priest): no stats.

APL 12 (EL 15)

- ☛ **Protean scourge** (disguised as Pholtan priestess): hp 110; Appendix 1.
- ☛ **Vrock (5)** (all with *mirror images*): hp 115, 115, 115, 115; MM 48.
- ☛ ***The Builder** (non-combatant unless provoked, in body of "Lydian" Priest): no stats.

TACTICS

The Builder: is mostly going to sit back and enjoy the spectacle of the two sides fighting. He has no real loyalty to either side as of yet.

However, if anyone from either side attempts to harm him in any way (target him with any spell or effect, include him in a area of effect, or direct some other form of attack at him) he responds by using *trap the soul* (DC 26 Will save) against the offending individual who did it, thus removing them from the battle. (He's effectively an epic level wizard at this point, but is more interested in keeping any violators from affecting his realm – and the negotiations rather than killing them, since he's going to die in a few days anyway, and killing guests is rude).

If the individual continues to attack him, or the party joins in the attacks against him, he teleports away and the attacking party loses its opportunity to obtain the Tome. In this instance, the Builder later returns with the Tome to the non-hostile party, even if they lose the fight.

The Builder returns the gems containing any *trapped* PCs to the party at the end of the battle (along with instructions to free them after they have left the cave – and how this might be done). If the Builder teleports away, then PCs find the gem and the *trapped* PC with a successful DC 15 Search check on the Builder's throne.

However, if either side is being showy and flashy in their attacks, he favors them, perhaps rewarding overly dramatic displays with a small buff to them or rebuke to the enemy.

Also, if anyone attempts to coup-de-grace someone that was being showy or flashy, he calls out “unsportsmanlike conduct” and casts an *empowered scorching ray* (+13 ranged touch; no save; three bolts; 24 fire damage). If the target continues with the coup-de-grace anyway, the Builder then targets him with an *empowered disintegrate* spell (+13 ranged touch; DC 24 Fort, partial; one ray; 336 points of damage OR 30 points on a successful save) the following round for “violation of established house etiquette and ignoring a fair warning”.

If anyone is spending their action talking up their flashy allies, they may make a Diplomacy check every round (with a -10 penalty). If the result is 20-29, The Builder will summon a small *air elemental* (as per *summon monster III*) with orders to “assist the attack” of one of the allies. If the result is 30+, he summons 1d3 of them (as per *summon monster IV*).

If the PCs don't do this, one of the hag NPCs begins to talk up their allies after the first round of combat. If both an NPC and PC are attempting to sway him, use opposed Diplomacy rolls, with the winner's side getting a single small *air elemental*. If Lilyfoot is with the PCs, she automatically does this for them (acting like a friendly commentator on speed).

APL 4: The hag sends the plague walkers to mix it up with the party. She also attempts to weaken any of the PCs that are in heavy armor or look like they are Power Attacking.

APL 6: The plague walkers are used to soften up the PCs. After that, the hag and the plague blight enter the fray, attempting to *disease* and *weaken* as many PCs as possible.

APL 8: The plague blight's goal is to *disease* any spellcasters. The annis hags close and attack any clerical support, hoping to use their Improved Grab on them. The green hag attempts to weaken any obvious fighters as well as anyone an annis hag is grappling.

APL 10: The plague blights soften up the party by *diseasing* as many as possible. The night hag uses her *bag of tricks* to bring a creature out to aid them, and then goes ethereal, only becoming non-ethereal to bring out another creature from the *bag of tricks*. The vrock uses its *spore* ability on the party, and then closes to melee.

APL 12: The 3 vlocks in the air begin to dance. The 2 on the ground use their *spore* ability on the party and close to melee, hoping to buy enough time for the flying ones to

finish the dance. The protean scourge engages in spell support, but does not fear melee too much since that means he will split and be able to fire off even more spells per round. He is also somewhat protected against the vlocks' ‘dance’ because of his natural resistance to electricity, as well as having previously used a scroll to cast *protection from electricity* on himself.

Treasure: Refer to the Treasure section of this adventure to determine what the PCs find here.

Development: Assuming the PCs defeat the other team and do not engage The Builder, then The Builder grants them the Tome they seek, an actual copy of the *Canon Apocrypha*. He also informs the PCs that he has studied parts of the tome in ages past, but ever since he lost his physical form centuries ago, he has been unable to complete his research. If they PCs wish to copy his research notes, they can be found in the Library. He also notes that any attempt he made to copy directly from the book resulted in negative results.

If they inquire what the other group wanted with the book, he simply responds that it was not his business to ask why, only that he no longer had to means to look into the writings here-in and would need to find someone else to “pick up his torch” so to speak. Because of the magics used to regain a physical form however, he only has about two days more to live before moving on.

If the PCs manage to capture any of the other group, they may learn the following information:

- The undead: They know nothing.
- The hags/protean scourge: They know that there are devastating and powerful secrets in the tome, some for good, some for evil. However, they also know that the tome can be used to summon a powerful demon lord (not allied with them), so their cult wants to destroy it in order to prevent that from happening. They also know that their cult to The Black Rider, Incubulos, Bringer of Plague and Pestilence, had somehow been infiltrated by members of a cult of Demogorgon, but they discovered this treachery and removed it earlier.
- The vlocks: They know that spreading disease and poisoning innocents is fun. Everyone should give it a try. You don't know what you are missing until you do. Come on, you know you want to. I mean, look at your friend there. He probably thinks he could shake off anything that comes his way. Let me go and give me 2 days, I'll show him otherwise. Come on. It'll be fun. I won 3 souls once. See, there was this orphanage...

CONCLUSION

If the PCs successfully searched the library, they were able to recover several secrets long since forgotten in the library. See “Ancient Secrets” on the AR.

After Encounter 9, The Builder lowers the *guards* and *wards* throughout his inner sanctum, either because he

likes them or wishes them exit promptly to leave him alone.

If the PCs recovered the Canon Apocrypha, read or paraphrase the following:

Once the Canon Apocrypha leaves the inner sanctum where the dreaded Webs of No Return once were, a powerful burst of darkly radiant energy is released, almost as if the tome is letting out a long-held breath. This burst appears to have no immediate effect beyond instilling a severe sense of dread to all those around it.

If Lilyfoot is with the party, also add the following:

Lilyfoot seems particularly affected by the tome, however. She appears very agitated and on edge, with her eyes darting to all dark places even more so than the energetic little pixie previously did. In fact, her previous demeanor has severely changed, going from her normally jovial and erratic self to more contemplative and uneasy. "Something doesn't feel right. Nature is no longer around us. Something about that book just feels icky. Something dark is brewing, and I think this book is the key, and not the normal kind that unlocks doors, but the other, more mystical one. My great uncle was once a key maker, so I know these things." And not a moment later, she begins playing her flute and dancing around one large rock, occasionally kicking it and demanding that it dance.

Once the PCs leave the cave and are under open sky, read or paraphrase the following as they travel out of the Rakers and back to the City

As you make your long trek out of the mountains, you notice that somehow the world seems darker. Shadows are deeper than you remember. Things are less colorful than they were. Your mind is telling you that things still look as they did before, but your soul feels a terrible burden now, as well as a great feeling of foreboding and dread. After some careful study and experimentation, the feeling can be directly tied to one's proximity to the Canon Apocrypha.

After a few days of travel, the one closest to the large tome also feels a strange pulling in their mind. All of their currently held truths come streaming into view, circling around the drain of doubt, not sure if they should stay afloat or be sucked into the void. This even includes such truths as simple as up and down, left and right.

If what they say is accurate, this single tome may shake the foundation of several well-established beliefs, if not destroy them completely. But even this potential truth is questioned by your inner eyes.

If a PC decides that they want to read the tome, read the following:

You struggle to open the cover of this heavy tome. It is not a struggle of physical weight, but something deep in your body attempting to tell you that now is not the right time and this is not the right place to attempt such a thing. Perhaps the feeling of dread surrounding this book is there for a reason, to make sure that one knows what they are doing before they leaf through its pages.

Ask them if they'd like to continue. If they want to, read or paraphrase the following:

You eventually overcome the severe foreboding associated with the tome, opening it. You quickly feel your mind being pulled away.

Have the reading PC make a DC 20 Will save in order to shut the book in time. Failure results in the PC being affected as if by a supernatural insanity effect and earns them the Read the Book AR entry.

The PCs must also decide what to do with the Canon now that they have it.

- If they return it to their contacts at the Rocky Ridge Rendezvous in Rakervale, then they get the "Recovered the Canon Apocrypha" entry on the AR.
- If the PCs decide to keep it for themselves, they gain the "Kept the Canon Apocrypha" AR entry.

If the PCs took more than 14 days to travel to and find the secret hideaway, they receive the "Took Your Time" entry on the AR.

CAMPAIGN CONSEQUENCES

What was the eventual fate of the Canon Apocrypha?

Please send details to your regional triad POC or email mark.somers@netspeed.com.au.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2A

Defeating GemFinder and the duerger (can not gain xp for both this encounter and 2C)

APL 4	150 XP
APL 6	210 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 2B

Defeating the flying nocturnal critters (can not gain xp for both this encounter and 2B)

APL 4	150 XP
APL 6	210 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 4

Dealing with the Fey Security Patrol

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 5

Fall prey to or overcoming the fey traps

APL 4	120 XP
APL 6	180 XP
APL 8	210 XP
APL 10	210 XP
APL 12	270 XP

Encounter 6

Befriending Lilyfoot Waspracer

APL 4	60 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP

Encounter 9

Defeating the other Bidders

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	450 XP

Story Award

Recovering the Canon Apocrypha:

APL 4	60 XP
APL 6	80 XP
APL 8	100 XP
APL 10	120 XP
APL 12	140 XP

Discretionary roleplaying award

APL 4	75 XP
APL 6	100 XP
APL 8	125 XP
APL 10	150 XP
APL 12	175 XP

Total possible experience:

APL 4	705 XP
APL 6	940 XP
APL 8	1,185 XP
APL 10	1,410 XP
APL 12	1,725 XP

Total capped experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify,

analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 2A:

APL 4: Loot: 307gp; Coin: 12gp; Magic:447gp – +1 mithral chain shirt (x2) (175gp each), +1 buckler (97gp each)

APL 6: Loot: 68gp; Coin: 12gp; Magic:1322gp – +1 mithral chain shirt (x2) (175gp each), +1 buckler (97gp each), +1 greataxe (193gp each), +1 arrows (x20) (3gp each), +1 heavy plate armor (262gp each), +1 cold iron warhammer (360gp each)

APL 8: Loot: 14gp; Coin: 12gp; Magic:2668gp – +1 mithral chain shirt (x2) (175gp each), +1 buckler (97gp each), +1 battle axe (192gp each), +1 hand axe (192gp each), +1 composite longbow [STR 14] (216gp each), +1 heavy plate armor (262gp each), +1 cold iron warhammer (360gp each), gauntlets of ogre power (333gp each), gloves of dexterity +2 (333gp each), periapt of wisdom (333gp each),

APL 10: Loot: 14gp; Coin: 12gp; Magic:4584gp – +1 mithral chain shirt (x2) (175gp each), +1 buckler (97gp each), +1 battle axe (x2) (192gp each), +1 shock composite longbow [STR 14] (716gp each), +2 heavy plate armor (262gp each), +1 flaming cold iron warhammer (860gp each), gauntlets of ogre power (x2) (333gp each), amulet of health +2 (333gp each), gloves of dexterity +2 (333gp each), periapt of wisdom (333gp each),

APL 12: Loot: 14gp; Coin: 12gp; Magic:7584gp – +1 mithral chain shirt (x2) (175gp each), +1 buckler (97gp each), +1 battle axe (x2) (192gp each), +1 shock composite longbow [STR 14] (716gp each), +2 heavy plate armor (262gp each), +1 flaming cold iron warhammer (860gp each), gauntlets of ogre power (333gp each), amulet of health +2 (333gp each), belt of giant strength +4 (1333gp each), gloves of dexterity +4 (1333gp each), periapt of wisdom +4 (1333gp each),

Encounter 4:

APL 4: Loot: 6gp; Coin: 3gp; Magic:576gp – +1 light crossbow (x3) (192gp each),

APL 6: Loot: 8gp; Coin: 4gp; Magic:768gp – +1 light crossbow (x4) (192gp each),

APL 8: Loot: 60gp; Coin: 4gp; Magic:1764gp – +1 light crossbow (x4) (192gp each), +1 ring of protection (x4) (166gp each), +1 vest of resistance (x4) (83gp each),

APL 10: Loot: 56gp; Coin: 4gp; Magic:3764gp – +1 frost light crossbow (x4) (592gp each), +1 padded armor (x4) (96gp each), +1 ring of protection (x4) (166gp each), +1 vest of resistance (x4) (83gp each),

APL 12: Loot: 56gp; Coin: 4gp; Magic:5960gp – +1 frost light crossbow (x4) (592gp each), +1 padded armor (x4) (96gp each), +1 ring of protection (x4) (166gp each), +1 vest of resistance (x4) (83gp each), gloves of dexterity +2 (x4) (333gp each), third eye of freedom (x4) (216gp each),

Encounter 7:

ALL APLs: Loot: 12gp; Magic:182gp – everfull mug (16gp each), field provision box (166gp each)

Encounter 9:

APL 4: Loot: 0gp; Coin: 2gp; Magic:62gp – healing belt (62gp each),

APL 6: Loot: 0gp; Coin: 2gp; Magic:145gp – healing belt (62gp each), cloak of elemental protection (83gp each),

APL 8: Loot: 0gp; Coin: 2gp; Magic:377gp – healing belt (62gp each), cloak of elemental protection (83gp each), anklet of translocation (x2) (116gp each),

APL 10: Loot: 0gp; Coin: 2gp; Magic:719gp – +1 studded leather armor (x2) (97gp each), tan bag of tricks (525gp each),

APL 12: Loot: 0gp; Coin: 2gp; Magic:2,150gp – minor cloak of displacement (2,000gp each), hat of disguise (150gp each)

Total Possible Treasure

APL 4: Loot: 323gp; Coin: 16gp; Magic: 1,267gp; Total: 1,606gp

APL 6: Loot: 88gp; Coin: 18gp; Magic: 2,417gp; Total: 2,523gp

APL 8: Loot: 86gp; Coin: 18gp; Magic: 4,991gp; Total: 5,095gp

APL 10: Loot: 82gp; Coin: 18gp; Magic: 9,249gp; Total: 9,349gp

APL 12: Loot: 82gp; Coin: 18gp; Magic: 15,876gp; Total: 15,979gp

Total capped Treasure:

APL 4: 650gp

APL 6: 900gp

APL 8: 1,300gp

APL 10: 2,300gp

APL 12: 3,300gp

Special

☛ **Duergar's Favor:** For avenging their friends, the duergar have arranged for regional access to items marked with a D below. They are also willing to create a weapon, armor, or shield from the following materials: adamantine, mithral, or insect chitin (armor only – see 'chitin' in Sto:106). These items can be of dwarvencraft quality (RoS:159), but this must be chosen when this favor is used. You must pay all of the appropriate costs. This favor may be used twice, check when for each use and cross off when used. ☐ ☐

☛ **Eaten:** The PC has been eaten. Those at the table may spend 1 TU locating the PC's remains and partially-digested gear. Only items with hardness 4+ have

survived. The body was mostly destroyed and *raise dead* will not work. A *resurrection* or *reincarnation* must be obtained and paid for at the table. Charity of Friends may also be applicable. Note the following: Came Back: Y/N; spell: _____; form: _____; Charity of Friends: Y/N

☛ **Favor of Lilyfoot:** For befriending the friendless pixie, you may take her as a cohort (using the normal rules governing taking a cohort and the pixie stats in the MM 236 – cohort level 7 [9 with *Otuluke's irresistible dance*]). Lilyfoot has two levels of bard.

☛ **Returned the Canon Apocrypha:** The tome was returned to the Churches of Good. The PCs gain access to the items marked with the letters CA in the “items found” section.

☛ **Kept the Canon Apocrypha:** which fills you with a sense of foreboding, granting a -1 penalty on saves against mind-affecting spells and effects. Returning the book over to the Good churches removes this penalty and you may cross off this entry (but do not gain the “Returned the Canon Apocrypha” favor above).

☛ **Ancient Secrets:** You have found tomes of ancient lore. Each holds one area of study. By spending 1 TU (up to a maximum of 6 TUS) studying a tome, you gain access to ONE of the following:

PrC: Alienist, Mindbender, Suel Archanamach (CA), Daggerspell Mage, Daggerspell Shaper (CA);

Spells: *combined talent, dawnburst, ghost lantern, heart of air, heart of earth, heart of fire, heart of water, magic savant, spellcaster's bane* (CM);

Alternate Class Features: Spell Sense, Armored Mage, Curse Breaker (all CM), Align Strike, Death's Ruin (CC)

☛ **Talked Your Way Through:** You used words, not swords, to achieve your mission. You lose access to all of the items marked with a * below. However, The Builder will aid you in study, allowing you to pick two options per TU spent for Ancient Secrets (above). He will sell any ONE of the following to the PC at 10 % below the normal cost: *manual of bodily health +1, manual of gainful exercise +1, manual of quickness of action +1, tome of clear thought +1, tome of leadership and influence +1, tome of understanding +1*. (It also costs 1 TU to gain the benefits of reading the *manual* so obtained.)

☛ **Took Your Time:** For taking more than 14 days to return with the tome, you must pay additional 1 TU (and the corresponding upkeep costs) for each additional week (or fraction thereof) you spent. Favors and meta-orgs cannot be used to negate or reduce this increase in upkeep.

☛ **Read the Book:** You have read a book before it was ready to be read and have sundered your mind. You are

under the affects of an *insanity* spell that be removed as normal.

ITEMS FOR THE ADVENTURE RECORD

Item Access

PCs with *Duergar's Favor* gain Regional access to items marked with a D. PCs without *Returned the Canon Apocrypha* do not gain access to items marked with a CA. PCs with *Talked Your Way Through* do not gain access to items marked with a *.

APL 4:

- +1 mithral chain shirt^D (Adventure; DMG)
- healing belt* (Adventure; MIC 110, 750gp)
- pearl of power 1^{CA} (Metaregional; DMG)
- least revelation crystal^{CA} (Metaregional; MIC 66, 400gp)
- safewing emblem (adventure; MIC 131, 250gp)
- fountainhead bolt (adventure; MIC 52, 306gp)
- everlasting rations (adventure; MIC 160, 350gp)
- everful mug (adventure; MIC 160, 200gp)
- field provision box (adventure; MIC 160, 2,000gp)

APL 6 (and all lower APLs):

- cloak of elemental protection* (Adventure; MIC 87, 1,000gp)
- least fiendslayer crystal^{CA} (Metaregional; MIC 65, 1,000gp)
- third eye improvisation^{CA} (Metaregional; MIC 141, 1,000gp)

APL 8 (and all lower APLs):

- anklet of translocation* (Adventure; MIC 71, 1,400gp)
- boots of the battle charger^{CA} (Metaregional; MIC 76, 2,000gp)
- amulet of teamwork^{CA} (Metaregional; MIC 70, 2,000gp)

APL 10 (and all lower APLs):

- +1 shock composite longbow [STR 14]^D (Adventure; DMG)
- +1 flaming cold iron warhammer^D (Adventure; DMG)
- tan bag of tricks* (Adventure; DMG)
- rod of bodily restoration^{CA} (Metaregional; MIC 173, 3,100gp)
- lesser fiendslayer crystal^{CA} (Metaregional; MIC 65, 3,000gp)

APL 12 (and all lower APLs):

- third eye freedom (Adventure; MIC 141; 2,600gp)
- minor cloak of displacement* (Adventure; DMG)
- greater fiendslayer crystal^{CA} (Metaregional; MIC 65, 5,000gp)
- eyes of truth^{CA} (Metaregional; MIC 99, 5,500gp)
- hat of disguise* (Adventure; DMG)

APPENDIX 1: ALL APLS

5: YOU CAN'T PIXIE YOUR FRIENDS

LILYFOOT WASPRACER

CR 6

Female pixie bard 2NG Small fey

Init +5; **Senses** low-light vision; Listen +1, Spot +1

Languages Common, Elven, Gnome, Halfling, Sylvan

AC 18, touch 16, flat-footed 13; Dodge

(+1 size, +5 Dex, +1 armor, +1 natural)

hp 17 (2 HD); DR 10/cold iron

SR 17

Fort +2, **Ref** +8, **Will** +4

Speed 20 ft. (4 squares), fly 60 ft. (gppd);

Melee longsword +7 (1d6-1/19-20)

Ranged longbow +7 (1d6-2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** -4

Atk Options special arrows

Special Actions bard song 2/day, spell-like abilities

Combat Gear

Bard Spells Known (CL 2nd):

1st(2/day)—*expeditious retreat*, *lesser confusion*

0(3/day)—*dancing lights*, *ghost sound*, *mage hand*,
open/close, *prestidigitation*

‡ Already cast

Spell-Like Abilities (CL 8th):

1/day—*lesser confusion* (DC 16), *dancing lights*,
detect chaos, *detect good*, *detect evil*, *detect law*,
detect thoughts (DC 17), *dispel magic*, *entangle*
(DC 16), *Otto's irresistible dance*, *permanent*
image (DC 21)

‡ Already cast

Abilities Str 8, Dex 21, Con 14, Int 16, Wis 12, Cha 21

SQ greater invisibility

Feats Dodge, Run, Weapon Finesse,

Skills Balance +12, Escape Artist +10, Hide +14,
Perform (pranks) +10, Perform (percussion) +10,
Sleight of Hand +10, Spellcraft +8, Tumble +10,
Use Magic Device +10

Possessions combat gear plus longsword, longbow,
special arrows

2B: ASSAULTING THE CAMP

GEMFINDER WARDENSON

CR 4

Male mountain dwarf fighter 1/cleric 3

N Medium humanoid (dwarf)

Init -1; **Senses** Listen +2, Spot +2

Languages Common, Dwarven

AC 21, touch 12, flat-footed 21

(-1 Dex, +9 armor, +3 shield)

hp 37 (4 HD);

Fort +8 (+10 against poison), **Ref** +0, **Will** +5; +2 against spells and spell-like abilities

Speed 20 ft. in heavy armor (4 squares), base movement 20 ft.

Melee masterwork cold iron warhammer +7 (1d8+2/x3)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5 (+8 to resist grapples)

Atk Options

Special Actions Turn undead (3/day, +0, 2d6+3)

Combat Gear

Class Spells Prepared (CL 3rd):

2nd—*calm emotions* (DC 14), *soften earth and stone**, *sound burst* (DC 14)

1st—*bleed**, *endure elements**, *lesser vigor*, *shield of faith* (+2)

0—*detect magic*, *guidance*, *mending*, *read magic*

*: Domain spell. Deity: Dumathoin. Domains: Community, Earth

Spell-Like Abilities (CL 3rd):

1/day—*calm emotions* (DC 14)

‡ Already cast

Abilities Str 14, Dex 8, Con 16, Int 10, Wis 15, Cha 10

Feats Shield Specialization, Shield Ward, Weapon Focus (warhammer)

Skills Concentration +10, Diplomacy +2, Knowledge (religion) +3,

Possessions combat gear plus masterwork heavy plate armor, +1 *buckler*, masterwork cold iron warhammer

RHEENA

CR 3

Female duergar ranger 2

*list non core race or class source

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +7, Spot +7; 120 ft Darkvision

Languages Common, Dwarven, Undercommon

AC 17, touch 12, flat-footed 15; dodge

(+2 Dex, +5 armor)

Miss Chance

hp 17 (2 HD);

Immune paralysis, phantasm, poison

Fort +5, **Ref** +5, **Will** +1; +2 against spells and spell-like abilities

Weakness light sensitivity

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

APPENDIX 1: APL 4

Melee masterwork greataxe +5 (1d12+3/x3) OR masterwork greataxe +3 (1d12+3/x3) AND masterwork armor spikes +3 (1d6+1)

Ranged javelin +4 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options two-weapon fighting

Special Actions spell-like abilities

Combat Gear

Spell-Like Abilities (CL 4th):

1/day—*enlarge person*, *invisibility* (both self only)

‡ Already cast

Abilities Str 15, Dex 14, Con 15, Int 8, Wis 12, Cha 6

SQ Favored Enemy (elf) +2, Wild Empathy +0

Feats Dodge, Track, Two-Weapon Fighting

Skills Hide +7, Listen +7, Move Silently +11, Spot +7, Survival +6,

Possessions combat gear plus +1 *mithral chain shirt*, masterwork armor spikes, masterwork greataxe

Power-Up suite (*enlarge person*)

AC 15, touch 10, flat-footed 14; dodge

(-1 size, +1 Dex, +5 armor)

Ref +4; +2 against spells and spell-like abilities

Melee masterwork greataxe +5 (3d6+4/x3) OR masterwork greataxe +3 (3d6+4/x3) AND masterwork armor spikes +3 (1d8+1)

Ranged javelin +2 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +2; **Grp** +9

Abilities Str 16, Dex 13,

Skills Hide +2, Move Silently +10

BOLKEEN

CR 3

Female duergar ranger 2

*list non core race or class source

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +7, Spot +7; 120 ft Darkvision

Languages Common, Dwarven, Undercommon

AC 18, touch 12, flat-footed 16; dodge

(+2 Dex, +5 armor, +1 shield)

hp 17 (2 HD);

Immune paralysis, phantasm, poison

Fort +5, **Ref** +5, **Will** +1; +2 against spells and spell-like abilities

Weakness light sensitivity

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee battleaxe +4 (1d8+2/x3)

Ranged composite longbow [STR 14] +4 (1d8+2/x3) OR composite longbow [STR 14] +2/+2 (1d8+2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Point Blank Shot, Rapid Shot, masterwork arrows (+1 to hit, 10 times)

Special Actions spell-like abilities

Combat Gear

Spell-Like Abilities (CL 4th):

1/day—*enlarge person*, *invisibility* (both self only)

‡ Already cast

Abilities Str 14, Dex 15, Con 15, Int 8, Wis 12, Cha 6
SQ Favored Enemy (gnome) +2, Wild Empathy +0
Feats Point Blank Shot, Rapid Shot, Track,
Skills Hide +7, Listen +7, Move Silently +11, Spot +7, Survival +6,
Possessions combat gear plus +1 mithral chain shirt, composite longbow [STR 14], battle axe, masterwork buckler, 10 masterwork arrows

Power-Up suite (*enlarge person*)

AC 16, touch 10, flat-footed 15; dodge (-1 size, +1 Dex, +5 armor, +1 shield)
Ref +4; +2 against spells and spell-like abilities
Melee battleaxe +4 (2d6+3/x3)
Ranged composite longbow [STR 14] +2 (2d6+2/x3) OR composite longbow [STR 14] +0/+0 (2d6+2/x3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +2; **Grp** +9
Abilities Str 16, Dex 13,
Skills Hide +2, Move Silently +10

4: I REALLY DON'T CAIRN

GRIG SECURITY PATROL CR 2

Male advanced grigNG Tiny fey
Init +4; **Senses** low-light vision; Listen +3, Spot +3
Languages Sylvan

AC 20, touch 16, flat-footed 16; Dodge (+2 size, +4 Dex, +2 armor, +2 natural)
hp 13 (3 HD); DR 5/cold iron
SR 17
Fort +2, **Ref** +7, **Will** +4

Speed 20 ft. (4 squares), fly 40 ft. (poor);
Melee short sword +7 (1d3-3/19-20)
Ranged +1 light crossbow +9 (1d4+1/19-20)
Space 2 1/2 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** -10
Atk Options Point Blank Shot
Special Actions spell-like abilities, fiddle
Combat Gear

Spell-Like Abilities (CL 9th):
3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13).

‡ Already cast

Abilities Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Feats Dodge, Point Blank Shot, Weapon Finesse, Weapon Focus (light crossbow),
Skills Craft (weaponsmithing) +4, Escape Artist +10, Hide +16, Jump -1, Listen +6, Move Silently +6, Perform (string instrument) +6, Ride +7, Search +2, Spot +6
Possessions combat gear plus +1 light crossbow, shortsword, leather armor

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 13 Will save or be affected as though by Otto's

irresistible dance for as long as the playing continues. The save DC is Cha-based.

5: THEY ARE FEY AFTERALL

DISPEL MAGIC TRAP CR 4

Description see text.

Search DC 28; **Type** magic

Trigger location, automatic reset (10 minutes); **Init** +0
Effect an Area *dispel magic* (CL 8) spell against all within a 30ft radius.

Duration instantaneous

Disarm Disable Device DC 28

9: WATCH AND LEARN

PLAGUE WALKER CR 3

**Monster Manual* 4 pg 120

CE Medium undead

Init -2; **Senses** darkvision 60 ft.; Listen +10, Spot +1

Languages Understands creator's orders

AC 12, touch 8, flat-footed 12
(-2 Dex, +4 natural)

hp 42 (6 HD);

Immune undead immunities

Fort +2, **Ref** +0, **Will** +6

Speed 20 ft. (4 squares);

Melee 2 claws +8 (1d6+4 plus disease)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options disease touch

Special Actions putrid burst

Combat Gear

Abilities Str 18, Dex 6, Con --, Int 4, Wis 13, Cha 3

SQ bloated target, undead traits

Feats Skill Focus (Listen), Toughness, Weapon Focus (claws),

Skills Climb +7, Listen +10, Spot +1,

Possessions combat gear plus

Diseased Touch (Su) Any living creature struck by a plague walker's claws must succeed on a DC 13 Fortitude save or be overcome with racking pain and nausea, causing that creature to become sickened for 1 minute. The save DC is Constitution based. Those that have immunity to disease are not effected.

Putrid Burst (Ex) When reduced to one-quarter of its starting hit points or fewer, a plague walker can use a swift action to explode. This burst has a 30-ft radius and deals 3d6 points of damage to everything in the area. All living creatures in the area are nauseated for 1 round; a DC 15 Reflex save halves the damage and negates the nauseated effect. The save DC is Constitution based and includes a +2 racial bonus.

If reduced to 0 hit points before it can activate its putrid burst, a plague walker simply dissolves into a pile of rotting flesh.

Bloated Target (Ex) The -4 penalty for firing into melee does not apply to ranged attacks made against a plague walker. This penalty does, however, apply to other creatures in melee with it.

YOUNG GREEN HAG**CR 4**

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 90 ft.; Listen +9, Spot +9**Languages** Common, Giant

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 natural)

hp 33 (6 HD);**SR** 17**Fort** +5, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares); swim 30 ft.;**Melee** 2 claws +10 (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +10**Atk Options****Special Actions** mimicry, spell-likes, weakness**Combat Gear** *healing belt***Spell-Like Abilities** (CL 9th):*At will—dancing lights, disguise self, ghost sounds (DC 12), invisibility, pass without trace, tongues, water breathing.*‡ Already cast

Abilities Str 18, Dex 12, Con 12, Int 13, Wis 13, Cha 14**Feats** Alertness, Blind-Fight, Great Fortitude,**Skills** Concentration +6, Knowledge (religion) +6, Hide +5, Listen +9, Spot +9, Swim +10,**Possessions** combat gear plus

Mimicry (Su) A green hag can imitate the sounds of almost any animal found near its lair.**Weakness (Su)** A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 15 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

APL 6

2B: ASSAULTING THE CAMP

GEMFINDER WARDENSON

CR 7

Male mountain dwarf fighter 2/cleric 5

N Medium humanoid (dwarf)

Init -1; **Senses** Listen +2, Spot +2

Languages Common, Dwarven

AC 22, touch 12, flat-footed 22

(-1 Dex, +10 armor, +3 shield)

hp 62 (7 HD);

Fort +10 (+12 against poison), **Ref** +0, **Will** +6; +2 against spells and spell-like abilities

Speed 20 ft. in heavy armor (4 squares), base movement 20 ft.

Melee +1 *cold iron warhammer* +8 (1d8+4/x3)

Ranged javelin +4 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7 (+10 to resist grapples)

Atk Options Power Attack

Special Actions Turn undead (3/day, +2, 2d6+5)

Combat Gear

Class Spells Prepared (CL 5th):

3rd—*blindness/deafness* (DC 15), *prayer**

2nd—*bull's strength*, *calm emotions* (DC 14), *soften earth and stone**, *sound burst* (DC 14)

1st—*bless**, *endure elements**, *lesser vigor*, *obscuring mist*, *shield of faith* (+2)

0—*detect magic* x2, *guidance*, *mending*, *read magic*

*: Domain spell. Deity: Dumathoin. Domains: Community, Earth

Spell-Like Abilities (CL 5th):

1/day—*calm emotions* (DC 14)

‡ Already cast

Abilities Str 14, Dex 8, Con 16, Int 10, Wis 15, Cha 10

Feats Improved Buckler Use, Power Attack, Shield Specialization, Shield Ward, Weapon Focus (warhammer)

Skills Concentration +13, Diplomacy +2, Knowledge (religion) +5,

Possessions combat gear plus +1 *heavy plate armor*, +1 *buckler*, +1 *cold iron warhammer*

RHEENA

CR 4

Female duergar ranger 3

*list non core race or class source

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +8, Spot +8; 120 ft Darkvision

Languages Common, Dwarven, Undercommon

AC 17, touch 12, flat-footed 15; dodge, mobility

(+2 Dex, +5 armor)

hp 24 (3 HD);

Immune paralysis, phantasm, poison

Fort +5, **Ref** +5, **Will** +2; +2 against spells and spell-like abilities

Weakness light sensitivity

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee +1 *greataxe* +6 (1d12+4/x3) OR +1 *greataxe* +4 (1d12+4/x3) AND masterwork armor spikes +4 (1d6+1)

Ranged javelin +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options two-weapon fighting

Special Actions spell-like abilities

Combat Gear

Spell-Like Abilities (CL 6th):

1/day—*enlarge person*, *invisibility* (both self only)

‡ Already cast

Abilities Str 15, Dex 14, Con 15, Int 8, Wis 12, Cha 6

SQ Favored Enemy (elf) +2, Wild Empathy +1

Feats Dodge, Endurance, Mobility, Track, Two-Weapon Fighting

Skills Hide +8, Listen +8, Move Silently +12, Spot +8, Survival +7,

Possessions combat gear plus +1 *mithral chain shirt*, masterwork armor spikes, +1 *greataxe*

Power-Up suite (*enlarge person*)

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 armor)

Ref +4; +2 against spells and spell-like abilities

Melee +1 *greataxe* +6 (3d6+5/x3) OR +1 *greataxe* +4 (3d6+5/x3) AND masterwork armor spikes +4 (1d8+1)

Ranged javelin +3 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Abilities Str 16, Dex 13,

Skills Hide +3, Move Silently +11

BOLKEEN

CR 4

Female duergar ranger 3

*list non core race or class source

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +8, Spot +8; 120 ft Darkvision

Languages Common, Dwarven, Undercommon

AC 18, touch 12, flat-footed 16; dodge

(+2 Dex, +5 armor, +1 shield)

hp 24 (3 HD);

Immune paralysis, phantasm, poison

Fort +5, **Ref** +5, **Will** +2; +2 against spells and spell-like abilities

Weakness light sensitivity

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee battleaxe +5 (1d8+2/x3)

Ranged composite longbow [STR 14] +5 (1d8+2/x3) OR composite longbow [STR 14] +3/+3 (1d8+2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, +1 *arrows* (+1 hit and damage, 20 times)

Special Actions spell-like abilities

Combat Gear

Spell-Like Abilities (CL 6th):

1/day—*enlarge person*, *invisibility* (both self only)

‡ Already cast

Abilities Str 14, Dex 15, Con 15, Int 8, Wis 12, Cha 6

SQ Favored Enemy (gnome) +2, Wild Empathy +1

Feats Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track,

Skills Hide +8, Listen +8, Move Silently +12, Spot +8, Survival +7,

Possessions combat gear plus +1 *mithral chain shirt*, +1 *arrows* x20, composite longbow [STR 14], battle axe, masterwork buckler

Power-Up suite (*enlarge person*)

AC 16, touch 10, flat-footed 15; **dodge**

(-1 size, +1 Dex, +5 armor, +1 shield)

Ref +4; +2 against spells and spell-like abilities

Melee battleaxe +5 (2d6+3/x3)

Ranged masterwork composite longbow [STR 14] +3 (2d6+2/x3) OR masterwork composite longbow [STR 14] +1/+1 (2d6+2/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +10

Abilities Str 16, Dex 13,

Skills Hide +3, Move Silently +11

2C: STAYING IN OR GOING AROUND

ADVANCED DIRE BAT (10HD)

CR 4

N Large animal

Init +6; **Senses** blindsense 40 ft.; Listen +12, Spot +8

Languages see text

AC 20, touch 15, flat-footed 14

(-1 size, +6 Dex, +5 natural)

hp 85 (10 HD)

Fort +11, **Ref** +13, **Will** +9

Speed 20 ft. (4 squares), fly 40 ft. (good);

Melee bite +12 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +14

Abilities Str 17, Dex 22, Con 18, Int 2, Wis 14, Cha 6

SQ blindsense 40ft

Feats Alertness, Improved Natural Attack (bite), Stealthy, Weapon Finesse

Skills Hide +12, Listen +12, Move Silently +13, Spot +8

4: I REALLY DON'T CAIRN

GRIG SECURITY PATROL

CR 3

Male advanced grig fighter 1NG Tiny fey

Init +4; **Senses** low-light vision; Listen +7, Spot +7

Languages Sylvan

AC 23, touch 19, flat-footed 16; **Dodge**

(+2 size, +7 Dex, +2 armor, +2 natural)

hp 28 (4 HD); **DR** 5/cold iron

SR 17

Fort +6, **Ref** +10, **Will** +5

Speed 20 ft. (4 squares), fly 40 ft. (poor);

Melee short sword +11 (1d3-2/19-20)

Ranged +1 *light crossbow* +13 (1d4+4/19-20)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +2; **Grp** -8

Atk Options Point Blank Shot

Special Actions spell-like abilities, fiddle

Combat Gear

Spell-Like Abilities (CL 9th):

3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13).

‡ Already cast

Abilities Str 6, Dex 24, Con 16, Int 10, Wis 15, Cha 12

Feats Crossbow Sniper, Dodge, Point Blank Shot, Weapon Finesse, Weapon Focus (light crossbow),

Skills Craft (weaponsmithing) +4, Escape Artist +10, Hide +16, Jump -1, Listen +6, Move Silently +6, Perform (string instrument) +6, Ride +9, Search +2, Spot +6

Possessions combat gear plus +1 *light crossbow*, *shortsword*, *leather armor*

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 13 Will save or be affected as though by Otto's irresistible dance for as long as the playing continues. The save DC is Cha-based.

DIRE HAWK*

CR 2

**Races of the Wild* pg 189

N Medium animal

Init +6; **Senses** low-light vision; Listen +7, Spot +7

AC 19, touch 16, flat-footed 13

(+6 Dex, +3 natural)

hp 32 (5 HD);

Fort +6, **Ref** +10, **Will** +6

Speed 10 ft. (2 squares), fly 80 ft. (average);

Melee 2 talons +9 (1d4+1) and bite +4 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Abilities Str 12, Dex 22, Con 15, Int 2, Wis 15, Cha 11

Feats Alertness, Weapon Finesse,

Skills Listen +8, Move Silently +8, Spot +10,

5: THEY ARE FEY AFTERALL

DISPEL MAGIC TRAP

CR 4

Description see text.

Search DC 28; **Type** magic

Trigger location, automatic reset (10 minutes); **Init** +0
Effect an Area *dispel magic* (CL 8) spell against all within a 30ft radius.

Duration instantaneous

Disarm Disable Device DC 28

PIT TRAP

CR 4

Description see text.

Search DC 20; **Type** mechanical

Trigger location (same as the *dispel magic* trap above), manual reset; **Init** +0

Effect 60 ft. pit trap, DC 20 Reflex save to avoid. If a creature was flying and had it dispelled, they will still fall to the bottom, but take no damage.

Duration instantaneous

Disarm Disable Device DC 20

9: WATCH AND LEARN

PLAGUE WALKER

CR 3

**Monster Manual* 4 pg 120

CE Medium undead

Init -2; **Senses** darkvision 60 ft.; Listen +10, Spot +1

Languages Understands creator's orders

AC 12, touch 8, flat-footed 12

(-2 Dex, +4 natural)

hp 42 (6 HD);

Immune undead immunities

Fort +2, **Ref** +0, **Will** +6

Speed 20 ft. (4 squares);

Melee 2 claws +8 (1d6+4 plus disease)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options disease touch

Special Actions putrid burst

Combat Gear

Abilities Str 18, Dex 6, Con --, Int 4, Wis 13, Cha 3

SQ bloated target, undead traits

Feats Skill Focus (Listen), Toughness, Weapon Focus (claws),

Skills Climb +7, Listen +10, Spot +1,

Possessions combat gear plus

Diseased Touch (Su) Any living creature struck by a plague walker's claws must succeed on a DC 13 Fortitude save or be overcome with racking pain and nausea, causing that creature to become sickened for 1 minute. The save DC is Constitution based. Those that have immunity to disease are not effected.

Putrid Burst (Ex) When reduced to one-quarter of its starting hit points or fewer, a plague walker can use a swift action to explode. This burst has a 30-ft radius and deals 3d6 points of damage to everything in the area. All living creatures in the area are nauseated for 1 round; a DC 15 Reflex save halves the damage and negates the nauseated effect. The save DC is Constitution based and includes a +2 racial bonus.

If reduced to 0 hit points before it can activate its putrid burst, a plague walker simply dissolves into a pile of rotting flesh.

Bloated Target (Ex) The -4 penalty for firing into melee does not apply to ranged attacks made against a plague walker. This penalty does, however, apply to other creatures in melee with it.

PLAGUE BLIGHT

CR 6

**Libris Mortis* pg 115

NE Medium undead (Evil)

Init +5; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common

AC 23, touch 15, flat-footed 18

(+5 Dex, +8 natural)

hp 45 (6 HD); **DR** 5/slashing

Immune undead immunities

Fort +2, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares);

Melee slam +7 (1d6+6 [+2 against good-aligned foes] plus gangrenous touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options gangrenous touch

Combat Gear

Abilities Str 19, Dex 21, Con --, Int 14, Wis 14, Cha 15

SQ gangrenous stench, resistant to blows, undead traits, +2 turn resistance

Feats Alertness, Cleave, Improved Toughness, Power Attack,

Skills Balance +7, Escape Artist +12, Hide +14, Jump +14, Listen +13, Move Silently +14, Spot +13, Tumble +14

Possessions combat gear plus

Gangrenous Stench (Ex) Whenever a plague blight desires, it causes its horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 15 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based.

Gangrenous Touch (Su): Supernatural disease (accelerated)—slam, Fortitude DC 15, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the *Dungeon Master's Guide*), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a remove disease spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours.

The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molds to nothing over the course of 24 hours, unless remove disease is cast on the remains within that time.

Resistant to Blows (Ex): Physical attacks deal only half damage to a plague blight. Apply this effect before damage reduction.

2B: ASSAULTING THE CAMP

GEMFINDER WARDENSON

CR 9

Male mountain dwarf fighter 2/cleric 7

N Medium humanoid (dwarf)

Init +3; **Senses** Listen +4, Spot +4**Languages** Common, Dwarven**AC** 22, touch 12, flat-footed 22

(-1 Dex, +10 armor, +3 shield)

hp 78 (9 HD);**Fort** +14 (+16 against poison), **Ref** +4, **Will** +12; +2 against spells and spell-like abilities**Speed** 20 ft. in heavy armor (4 squares), base movement 20 ft.**Melee** +1 *cold iron warhammer* +10/+5 (1d8+4/x3)**Ranged** javelin +6 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +9 (+12 to resist grapples)**Atk Options** Power Attack**Special Actions** Turn undead (3/day, +2, 2d6+7)**Combat Gear****Class Spells Prepared** (CL 7th):4th—*greater resistance* \ , *recitation*, *spike stones** (DC 18)3rd—*blindness/deafness* (DC 17), *invisibility purge*, *prayer**, *protection from energy*2nd—*bull's strength*, *calm emotions* (DC 16), *hold person* (DC 16), *soften earth and stone**, *sound burst* (DC 16)1st—*bless**, *endure elements* \ , *lesser vigor* 2x, *obscuring mist*, *shield of faith* (+3)0—*detect magic* x2, *guidance*, *mending* x2, *read magic*

*: Domain spell. Deity: Dumathoin. Domains: Community, Earth

Spell-Like Abilities (CL 7th):1/day—*calm emotions* (DC 16)

\ Already cast

Abilities Str 14, Dex 8, Con 16, Int 10, Wis 18, Cha 10**Feats** Improved Buckler Use, Improved Initiative, Power Attack, Shield Specialization, Shield Ward, Weapon Focus (warhammer)**Skills** Concentration +15, Diplomacy +2, Knowledge (religion) +5, Spellcraft +2,**Possessions** combat gear plus +1 *heavy plate armor*, +1 *buckler*, +1 *cold iron warhammer*, *periapt of wisdom* +2

RHEENA

CR 8

Female duergar ranger 6/tempest 1

*list non core race or class source

CN Medium humanoid (dwarf)

Init +2; **Senses** Listen +11, Spot +11; 120 ft Darkvision**Languages** Common, Dwarven, Undercommon**AC** 18, touch 13, flat-footed 16; **dodge**, **mobility** (+2 Dex, +1 class, +5 armor)**hp** 60 (7 HD);**Immune** paralysis, phantasm, poison**Fort** +9, **Ref** +7, **Will** +3; +2 against spells and spell-like abilities**Weakness** light sensitivity**Speed** 20 ft. in light armor (4 squares), base movement 20 ft.;**Melee** +1 *battle axe* +11/+6 (1d8+4/x3) OR +1 *battle axe* +9/+4 (1d8+4/x3) AND +1 *handaxe* +9/+4 (1d6+2/x3)**Ranged** javelin +9 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +10**Atk Options** improved two-weapon fighting, spring attack**Special Actions** spell-like abilities**Combat Gear****Ranger Spells Prepared** (CL 3rd):1st—*blades of flame* x2**Spell-Like Abilities** (CL 14th):1/day—*enlarge person*, *invisibility* (both self only)

\ Already cast

Abilities Str 16, Dex 15, Con 16, Int 8, Wis 12, Cha 6
SQ Favored Enemy (elf) +4, Favored Enemy (gnome) +2, Tempest Defense, Wild Empathy +4**Feats** Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Spring Attack, Track, Two-Weapon Fighting**Skills** Balance +3, Hide +11, Listen +11, Move Silently +15, Spot +11, Survival +10,**Possessions** combat gear plus +1 *mithral chain shirt*, +1 *battle axe*, +1 *handaxe*, *gauntlets of ogre power***Tempest Defense (Ex):** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The character loses this ability when fighting in medium or heavy armor.**Power-Up suite** (*enlarge person*)**AC** 16, touch 11, flat-footed 15

(-1 size, +1 Dex, +1 class, +5 armor)

Ref +6; +2 against spells and spell-like abilities**Melee** +1 *battle axe* +11/+6 (2d6+5/x3) OR +1 *battle axe* +9/+4 (2d6+5/x3) AND +1 *handaxe* +9/+4 (1d8+3/x3)**Ranged** javelin +7 (1d8+4)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +15**Abilities** Str 18, Dex 13,**Skills** Hide +6, Move Silently +14

BOLKEEN

CR 8

Female duergar ranger 3/fighter 4

*list non core race or class source

CN Medium humanoid (dwarf)

Init +4; **Senses** Listen +8, Spot +8; 120 ft Darkvision**Languages** Common, Dwarven, Undercommon**AC** 20, touch 14, flat-footed 16; **dodge** (+4 Dex, +5 armor, +1 shield)

hp 56 (7 HD);
Immune paralysis, phantasm, poison
Fort +9, **Ref** +8, **Will** +3; +2 against spells and spell-like abilities
Weakness light sensitivity

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;
Melee battleaxe +9/+4 (1d8+2/x3)
Ranged +1 *composite longbow* [STR 14] +13/+8 (1d8+5/x3) OR +1 *composite longbow* [STR 14] +11/+11/+6 (1d8+5/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Precise Shot, Rapid Shot
Special Actions spell-like abilities
Combat Gear
Spell-Like Abilities (CL 14th):
 1/day—*enlarge person*, *invisibility* (both self only)
 ‡ Already cast

Abilities Str 14, Dex 18, Con 15, Int 8, Wis 12, Cha 6
SQ Favored Enemy (gnome) +2, Wild Empathy +1
Feats Coordinated Shot, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Woodland Archery,
Skills Hide +10, Jump +0, Listen +8, Move Silently +14, Spot +8, Survival +7,
Possessions combat gear plus +1 *mithral chain shirt*, +1 *composite longbow* [STR 14], *gloves of dexterity* +2, battle axe, masterwork buckler

Power-Up suite (*enlarge person*)

AC 18, touch 12, flat-footed 15; **dodge** (-1 size, +3 Dex, +5 armor, +1 shield)
Ref +7; +2 against spells and spell-like abilities
Melee battleaxe +9/+4 (2d6+3/x3)
Ranged +1 *composite longbow* [STR 14] +11/+6 (1d8+5/x3) OR +1 *composite longbow* [STR 14] +9/+9/+4 (1d8+5/x3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +14

Abilities Str 16, Dex 16,
Skills Hide +5, Move Silently +13

2C: STAYING IN OR GOING AROUND

ADVANCED YRTHAK (15 HD) **CR 10**
 N Huge magical beast
Init +6; **Senses** blindsense 120 ft.; Listen +14, Spot +1
Languages see text

AC 18, touch 10, flat-footed 16
 (-2 size, +2 Dex, +8 natural)
hp 127 (15 HD)
Immune immunities, blind
Fort +12, **Ref** +11, **Will** +6

Speed 20 ft. (4 squares), fly 60 ft. (good); Flyby Attack
Melee bite +18 (2d8+5) and 2 claws +16 (1d6+2)

Ranged sonic lance +15 (6d6 sonic)
Space 15 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +28 **Atk Options**
Special Actions Sonic lance, explosion

Abilities Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11
SQ blindsense 120ft
Feats Endurance, Flyby Attack, Improved Flight, Improved Initiative, Multiattack, Snatch
Skills Listen +14, Move Silently +11,

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.
Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds and never on the round following a sonic lance attack.
Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.
Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

4: I REALLY DON'T CAIRN

GRIG SECURITY PATROL **CR 6**
 Male advanced grig druid 2/fighter 2NG Tiny fey
Init +7; **Senses** low-light vision; Listen +8, Spot +8
Languages Sylvan

AC 24, touch 20, flat-footed 17; **Dodge** (+2 size, +7 Dex, +1 armor, +1 shield, +1 deflection, +2 natural)
hp 57 (7 HD); DR 5/cold iron
SR 17
Fort +11, **Ref** +11, **Will** +9

Speed 20 ft. (4 squares), fly 40 ft. (poor);
Melee short sword +13 (1d3-2/19-20)
Ranged +1 *light crossbow* +15 (1d4+4/19-20) or +1 *light crossbow* +13/+13 (1d4+4/19-20)
Space 2 1/2 ft.; **Reach** 0 ft.
Base Atk +4; **Grp** -6
Atk Options Point Blank Shot, Rapid Shot
Special Actions spell-like abilities, fiddle
Combat Gear
Druid Spells Prepared (CL 2nd):
 1st—*lesser vigor*, *snake's swiftness* x2
 0—*cure minor wounds* x2, *detect magic*, *read magic*
Spell-Like Abilities (CL 9th):
 3/day—*disguise self*, *entangle* (DC 12), *invisibility* (self only), *pyrotechnics* (DC 13), *ventriloquism* (DC 12).

‡ Already cast

Abilities Str 6, Dex 24, Con 16, Int 10, Wis 15, Cha 12

SQ Animal Companion (giant bee), Wild Empathy +3, Woodland Stride

Feats Crossbow Sniper, Dodge, Point Blank Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Finesse, Weapon Focus (light crossbow),

Skills Concentration +11, Craft (weaponsmithing) +4, Escape Artist +13, Hide +17, Jump -1, Listen +8, Move Silently +9, Perform (string instrument) +5, Ride +10, Search +2, Spot +8

Possessions combat gear plus +1 *light crossbow*, +1 *vest of resistance*, +1 *ring of protection*, shortsword, padded armor, masterwork buckler

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 13 Will save or be affected as though by Otto's irresistible dance for as long as the playing continues. The save DC is Cha-based.

ADVANCED DIRE HAWK*

CR 3

**Races of the Wild* pg 189

N Medium animal

Init +6; **Senses** low-light vision; Listen +9, Spot +11

AC 19, touch 16, flat-footed 13

(+6 Dex, +3 natural)

hp 59 (8 HD);

Fort +9, **Ref** +11, **Will** +7

Speed 10 ft. (2 squares), fly 80 ft. (good);

Melee 2 talons +12 (1d4+1) and bite +7 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Abilities Str 12, Dex 22, Con 16, Int 2, Wis 15, Cha 11

Feats Alertness, Improved Flight, Weapon Finesse,

Skills Listen +9, Move Silently +9, Spot +11,

5: THEY ARE FEY AFTERALL

DISPEL MAGIC TRAP

CR 4

Description see text.

Search DC 28; **Type** magic

Trigger location, automatic reset (10 minutes); **Init** +0

Effect an Area *dispel magic* (CL 8) spell against all within a 30ft radius.

Duration instantaneous

Disarm Disable Device DC 28

PIT TRAP

CR 4

Description see text.

Search DC 20; **Type** mechanical

Trigger location (same as the *dispel magic* trap above), manual reset; **Init** +0

Effect 60 ft. pit trap, DC 20 Reflex save to avoid. If a creature was flying and had it dispelled, they will still fall to the bottom, but take no damage.

Duration instantaneous

Disarm Disable Device DC 20

FUSILLADE OF SMALL SPEARS

CR 4

Description see text.

Search DC 19; **Type** mechanical

Trigger location (bottom of pit trap), manual reset; **Init** +0

Effect 1d6 small spears per target (+16 to hit, 1d6+1 damage).

Duration instantaneous

Disarm Disable Device DC 25

9: WATCH AND LEARN

PLAGUE BLIGHT

CR 6

**Libris Mortis* pg 115

NE Medium undead (Evil)

Init +5; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common

AC 23, touch 15, flat-footed 18

(+5 Dex, +8 natural)

hp 45 (6 HD); **DR** 5/slashing

Immune undead immunities

Fort +2, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares);

Melee slam +7 (1d6+6 [+2 against good-aligned foes] plus gangrenous touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +7

Atk Options gangrenous touch

Combat Gear

Abilities Str 19, Dex 21, Con --, Int 14, Wis 14, Cha 15

SQ gangrenous stench, resistant to blows, undead traits, +2 turn resistance

Feats Alertness, Cleave, Improved Toughness, Power Attack,

Skills Balance +7, Escape Artist +12, Hide +14, Jump +14, Listen +13, Move Silently +14, Spot +13, Tumble +14

Possessions combat gear plus

Gangrenous Stench (Ex) Whenever a plague blight desires, it causes its horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 15 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based.

Gangrenous Touch (Su): Supernatural disease (accelerated)—slam, Fortitude DC 15, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the *Dungeon Master's Guide*), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a remove disease spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours.

The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molders to nothing over the course of 24 hours, unless remove disease is cast on the remains within that time.

Resistant to Blows (Ex): Physical attacks deal only half damage to a plague blight. Apply this effect before damage reduction.

2B: ASSAULTING THE CAMP

GEMFINDER WARDENSON

CR 11

Male mountain dwarf fighter 2/cleric 3

N Medium humanoid (dwarf)

Init +3; **Senses** Listen +4, Spot +4**Languages** Common, Dwarven**AC** 24, touch 13, flat-footed 24

(-1 Dex, +11 armor, +4 shield)

hp 94 (11 HD);**Fort** +15 (+17 against poison), **Ref** +5, **Will** +13; +2 against spells and spell-like abilities**Speed** 20 ft. in heavy armor (4 squares), base movement 20 ft.**Melee** +1 *flaming cold iron warhammer* +12/+7 (1d8+5+1d6 fire/x3)**Ranged** javelin +7 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +11 (+15 to resist grapples)**Atk Options** Power Attack**Special Actions** Turn undead (3/day, +2, 2d6+9)**Combat Gear****Class Spells Prepared** (CL 9th):5th—*righteous wrath of the faithful*, *wall of stone** (DC 19)4th—*divine power*, *greater resistance* \ , *recitation*, *spike stones** (DC 18)3rd—*blindness/deafness* (DC 17), *invisibility purge*, *magic vestments* (+2) \ , *prayer**, *protection from energy*2nd—*bull's strength*, *calm emotions* (DC 16), *close wounds*, *hold person* (DC 16), *soften earth and stone**, *sound burst* (DC 16)1st—*bless**, *endure elements* \ , *lesser vigor* x2, *obscuring mist*, *shield of faith* (+3)0—*detect magic* x2, *guidance*, *mending* x2, *read magic*

*: Domain spell. Deity: Dumathoin. Domains: Community, Earth

Spell-Like Abilities (CL 9th):1/day—*calm emotions* (DC 16)

\ Already cast

Abilities Str 16, Dex 8, Con 16, Int 10, Wis 18, Cha 10**Feats** Improved Buckler Use, Improved Initiative, Power Attack, Shield Specialization, Shield Ward, Weapon Focus (warhammer)**Skills** Concentration +17, Diplomacy +2, Knowledge (religion) +5, Spellcraft +4,**Possessions** combat gear plus +2 *heavy plate armor*, +1 *buckler*, +1 *flaming cold iron warhammer*, *gauntlets of ogre power*, *periapt of wisdom* +2

RHEENA

CR 10

Female duergar ranger 6/tempest 3

*list non core race or class source

CN Medium humanoid (dwarf)

Init +3; **Senses** Listen +11, Spot +11; 120 ft Darkvision**Languages** Common, Dwarven, Undercommon**AC** 20, touch 15, flat-footed 17; dodge, mobility (+3 Dex, +2 class, +5 armor)**hp** 87 (9 HD);**Immune** paralysis, phantasm, poison**Fort** +12, **Ref** +9, **Will** +4; +2 against spells and spell-like abilities**Weakness** light sensitivity**Speed** 20 ft. in light armor (4 squares), base movement 20 ft.;**Melee** +1 *battle axe* +13/+8 (1d8+4/x3) OR +1 *battle axe* +12/+7 (1d8+4/x3) AND +1 *battle axe* +12/+7 (1d8+2/x3)**Ranged** javelin +12 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +12**Atk Options** improved two-weapon fighting, spring attack**Special Actions** spell-like abilities**Combat Gear****Ranger Spells Prepared** (CL 3rd):1st—*blades of flame* x2**Spell-Like Abilities** (CL 18th):1/day—*enlarge person*, *invisibility* (both self only)

\ Already cast

Abilities Str 16, Dex 16, Con 18, Int 8, Wis 12, Cha 6**SQ** Favored Enemy (elf) +4, Favored Enemy (gnome) +2, Tempest Defense, Wild Empathy +4**Feats** Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Oversized Two-Weapon Fighting, Spring Attack, Track, Two-Weapon Fighting**Skills** Balance +6, Hide +12, Listen +11, Move Silently +16, Spot +11, Survival +10,**Possessions** combat gear plus +1 *mithral chain shirt*, +1 *battle axe* x2, *amulet of health* +2, *gauntlets of ogre power***Tempest Defense (Ex):** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The character loses this ability when fighting in medium or heavy armor.**Ambidexterity (Ex):** For a tempest of 2nd level or higher, her attack penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1 if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the off-hand weapon is a light weapon). The character loses this ability when fighting in medium or heavy armor. See Table 8-10: Two-Weapon Fighting Penalties, page 160 of the *Player's Handbook*.**Power-Up suite** (*enlarge person*)**AC** 18, touch 13, flat-footed 16

(-1 size, +2 Dex, +2 class, +5 armor)

Ref +8; +2 against spells and spell-like abilities

Melee +1 battle axe +13/+8 (2d6+5/x3) OR +1 battle axe +12/+7 (2d6+5/x3) AND +1 battle axe +12/+7 (2d6+3/x3)

Ranged javelin +10 (1d8+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +17

Abilities Str 18, Dex 14,

Skills Hide +7, Move Silently +15

BOLKEEN

CR 10

Female duergar ranger 5/fighter 4

*list non core race or class source

CN Medium humanoid (dwarf)

Init +4; **Senses** Listen +10, Spot +10; 120 ft Darkvision

Languages Common, Dwarven, Undercommon

AC 20, touch 14, flat-footed 16; dodge (+4 Dex, +5 armor, +1 shield)

hp 70 (9 HD);

Immune paralysis, phantasm, poison

Fort +10, **Ref** +9, **Will** +3; +2 against spells and spell-like abilities

Weakness light sensitivity

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee battleaxe +11/+6 (1d8+2/x3)

Ranged +1 shock composite longbow [STR 14] +15/+10 (1d8+5+1d6 electricity/19-20, x3) OR +1 shock composite longbow [STR 14] +13/+13/+8 (1d8+5+1d6 electricity/19-20, x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions spell-like abilities

Combat Gear

Ranger Spells Prepared (CL 2nd):

1st—Arrow Mind

Spell-Like Abilities (CL 18th):

1/day—*enlarge person*, *invisibility* (both self only)

‡ Already cast

Abilities Str 14, Dex 19, Con 15, Int 8, Wis 12, Cha 6

SQ Favored Enemy (gnome) +4, Favored Enemy (elf) +2, Wild Empathy +3

Feats Coordinated Shot, Endurance, Improved Critical (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Woodland Archery,

Skills Hide +12, Jump +0, Listen +10, Move Silently +16, Spot +10, Survival +9,

Possessions combat gear plus +1 mithral chain shirt, +1 shock composite longbow [STR 14], gloves of dexterity +2, battle axe, masterwork buckler

Power-Up suite (*enlarge person*)

AC 18, touch 12, flat-footed 15; dodge (-1 size, +3 Dex, +X class, +5 armor, +1 shield, +X deflection, +X insight, +X natural)

Ref +8; +2 against spells and spell-like abilities

Melee battleaxe +11/+6 (2d6+3/x3)

Ranged +1 shock composite longbow [STR 14] +13/+8 (2d6+5+1d6 electricity/19-20, x3) OR +1 shock composite longbow [STR 14] +11/+11/+6 (2d6+5+1d6 electricity/19-20, x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +16

Abilities Str 16, Dex 17,

Skills Hide +7, Move Silently +15

2C: STAYING IN OR GOING AROUND

ADVANCED YRTHAK (15 HD)

CR 10

N Huge magical beast

Init +6; **Senses** blindsense 120 ft.; Listen +14, Spot +1

Languages see text

AC 18, touch 10, flat-footed 16

(-2 size, +2 Dex, +8 natural)

hp 127 (15 HD)

Immune immunities, blind

Fort +12, **Ref** +11, **Will** +6

Speed 20 ft. (4 squares), fly 60 ft. (good); Flyby Attack

Melee bite +18 (2d8+5) and 2 claws +16 (1d6+2)

Ranged sonic lance +15 (6d6 sonic)

Space 15 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +28 **Atk Options**

Special Actions Sonic lance, explosion

Abilities Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11

SQ blindsense 120ft

Feats Endurance, Flyby Attack, Improved Flight, Improved Initiative, Multiattack, Snatch

Skills Listen +14, Move Silently +11,

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

4: I REALLY DON'T CAIRN

GRIG SECURITY PATROL

CR 8

Male advanced grig druid 2/fighter 4/NG Tiny fey

Init +7; **Senses** low-light vision; Listen +9, Spot +9

Languages Sylvan

AC 25, touch 20, flat-footed 18; Dodge (+2 size, +7 Dex, +2 armor, +1 shield, +1 deflection, +2 natural)

hp 75 (9 HD); DR 5/cold iron

SR 17

Fort +12, **Ref** +12, **Will** +11

Speed 20 ft. (4 squares), fly 40 ft. (poor);

Melee short sword +15/+10 (1d3-2/19-20)

Ranged +1 *frost light crossbow* +17/+12 (1d4+6+1d6 cold/19-20) or +1 *light crossbow* +15/+15/+10 (1d4+6+1d6 cold/19-20)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** -4

Atk Options Point Blank Shot, Rapid Shot, Woodland Archery

Special Actions spell-like abilities, fiddle

Combat Gear

Druid Spells Prepared (CL 2nd):

1st—*lesser vigor*, *snake's swiftness* x2

0—*cure minor wounds* x2, *detect magic*, *read magic*

Spell-Like Abilities (CL 9th):

3/day—*disguise self*, *entangle* (DC 12), *invisibility* (self only), *pyrotechnics* (DC 13), *ventriloquism* (DC 12).

† Already cast

Abilities Str 6, Dex 24, Con 16, Int 10, Wis 16, Cha 12

SQ Animal Companion (giant bee), Wild Empathy +3, Woodland Stride

Feats Crossbow Sniper, Dodge, Point Blank Shot, Rapid Shot, Rapid Reload (light crossbow), Weapon Finesse, Weapon Focus (light crossbow), Weapon Specialization, Woodland Archery,

Skills Concentration +11, Craft (weaponsmithing) +4, Escape Artist +13, Hide +17, Jump -1, Listen +9, Move Silently +9, Perform (string instrument) +5, Ride +14, Search +2, Spot +9

Possessions combat gear plus +1 *frost light crossbow*, +1 *vest of resistance*, +1 *ring of protection*, shortsword, +1 *padded armor*, masterwork buckler

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 13 Will save or be affected as though by Otto's irresistible dance for as long as the playing continues. The save DC is Cha-based.

ADVANCED DIRE HAWK WARBEASTS CR 4

**Races of the Wild* pg 189 and *Monster Manual* 2 pg 219

N Medium animal

Init +6; **Senses** low-light vision; Listen +8, Spot +8

AC 21, touch 16, flat-footed 15

(+6 Dex, +2 armor, +3 natural)

hp 85 (9 HD);

Fort +10, **Ref** +12, **Will** +10

Speed 20 ft. (4 squares), fly 90 ft. (good);

Melee 2 talons +12 (1d4+2) and bite +7 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Abilities Str 12, Dex 22, Con 18, Int 2, Wis 18, Cha 11

SQ Combative Mount

Feats Alertness, Improved Flight, Improved Toughness, Weapon Finesse,

Skills Listen +11, Move Silently +10, Spot +11,

Combative Mount (Ex): A rider on a trained warbeast mount gets a +2 circumstance bonus on all Ride checks. A trained warbeast is proficient with light, medium, and heavy armor. A vermin warbeast, being mindless and therefore untrainable, cannot have this ability.

5: THEY ARE FEY AFTERALL

DISPEL MAGIC TRAP

CR 4

Description see text.

Search DC 28; **Type** magic

Trigger location, automatic reset (10 minutes); **Init** +0
Effect an Area *dispel magic* (CL 8) spell against all within a 30ft radius.

Duration instantaneous

Disarm Disable Device DC 28

PIT TRAP

CR 4

Description see text.

Search DC 20; **Type** mechanical

Trigger location (same as the *dispel magic* trap above), manual reset; **Init** +0

Effect 60 ft. pit trap, DC 20 Reflex save to avoid. If a creature was flying and had it dispelled, they will still fall to the bottom, but take no damage.

Duration instantaneous

Disarm Disable Device DC 20

FUSILLADE OF SMALL SPEARS

CR 4

Description see text.

Search DC 19; **Type** mechanical

Trigger location (bottom of pit trap), manual reset; **Init** +0

Effect 1d6 small spears per target (+16 to hit, 1d6+1 damage).

Duration instantaneous

Disarm Disable Device DC 25

9: WATCH AND LEARN

ADVANCED PLAGUE BLIGHT (12HD) CR 8

**Libris Mortis* pg 115

NE Medium undead (Evil)

Init +5; **Senses** darkvision 60 ft.; Listen +19, Spot +19

Languages Common

AC 27, touch 15, flat-footed 22

(+5 Dex, +4 armor, +8 natural)

hp 90 (12 HD); **DR** 5/slashing

Immune undead immunities

Fort +4, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares);

Melee slam +12 (1d6+7 [+2 against good-aligned foes] plus gangrenous touch)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options gangrenous touch

Combat Gear

Abilities Str 20, Dex 21, Con --, Int 14, Wis 14, Cha 16

SQ gangrenous stench, resistant to blows, undead traits, +2 turn resistance

Feats Alertness, Combat Reflexes, Cleave, Improved Toughness, Power Attack, Weapon Focus (slam),

Skills Balance +13, Escape Artist +18, Hide +17, Jump +14, Listen +19, Move Silently +17, Spot +19, Tumble +20

Possessions combat gear plus +1 *studded leather armor*

Gangrenous Stench (Ex) Whenever a plague blight desires, it causes its horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 19 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based.

Gangrenous Touch (Su): Supernatural disease (accelerated)—slam, Fortitude DC 19, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the *Dungeon Master's Guide*), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a remove disease spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours.

The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molds to nothing over the course of 24 hours, unless remove disease is cast on the remains within that time.

Resistant to Blows (Ex): Physical attacks deal only half damage to a plague blight. Apply this effect before damage reduction.

2B: ASSAULTING THE CAMP

GEMFINDER WARDENSON

CR 13

Male mountain dwarf fighter 2/cleric 11

N Medium humanoid (dwarf)

Init +3; **Senses** Listen +5, Spot +5**Languages** Common, Dwarven**AC** 26, touch 14, flat-footed 26

(-1 Dex, +12 armor, +5 shield)

hp 110+11 temp (13 HD + *heroe's feast*);**Immune** fear, poison**Fort** +16, **Ref** +5, **Will** +16; +2 against spells and spell-like abilities**Speed** 20 ft. in heavy armor (4 squares), base movement 20 ft.**Melee** +3 *flaming cold iron warhammer* +17/+12 (1d8+7+1d6 fire/x3)**Ranged** javelin +10 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +13 (+18 to resist grapples)**Atk Options** Power Attack**Special Actions** Turn undead (3/day, +2, 2d6+11)**Combat Gear****Class Spells Prepared** (CL 13th):6th—*blade barrier* (DC 21), *heroe's feast**\5th—*flame strike* (DC 20), *righteous might*, *righteous wrath of the faithful*, *wall of stone** (DC 20)4th—*divine power*, *greater magic weapon* (+3) \, *greater resistance* \, *recitation*, *spike stones** (DC 19)3rd—*blindness/deafness* (DC 18), *invisibility purge*, *magic vestments* (+3) x2 \, *prayer**, *protection from energy*2nd—*bull's strength*, *calm emotions* (DC 17), *close wounds*, *hold person* (DC 17), *soften earth and stone**, *sound burst* (DC 17)1st—*bless**, *endure elements* \, *lesser vigor* x2, *obscuring mist*, *resurgence* x2, *shield of faith* (+4)0—*detect magic* x2, *guidance*, *mending* x2, *read magic*

*: Domain spell. Deity: Dumathoin. Domains: Community, Earth

Spell-Like Abilities (CL 11th):1/day—*calm emotions* (DC 16)

\ Already cast

Abilities Str 16, Dex 8, Con 16, Int 10, Wis 21, Cha 10**Feats** Improved Buckler Use, Improved Initiative, Power Attack, Practiced Spellcaster (cleric), Shield Specialization, Shield Ward, Weapon Focus (warhammer)**Skills** Concentration +19, Diplomacy +2, Knowledge (religion) +6, Spellcraft +5,**Possessions** combat gear plus +1 *heavy plate armor*, +1 *buckler*, +1 *flaming cold iron warhammer*, *gauntlets of ogre power*, *periapt of wisdom* +4

RHEENA

CR 12

Female duergar ranger 6/tempest 5

*list non core race or class source

CN Medium humanoid (dwarf)

Init +3; **Senses** Listen +11, Spot +11; 120 ft Darkvision**Languages** Common, Dwarven, Undercommon**AC** 21, touch 16, flat-footed 18; dodge, mobility (+3 Dex, +3 class, +5 armor)**hp** 107+11 temp (11 HD+ *heroe's feast*);**Immune** fear, paralysis, phantasm, poison**Fort** +13, **Ref** +9, **Will** +5; +2 against spells and spell-like abilities**Weakness** light sensitivity**Speed** 20 ft. in light armor (4 squares), base movement 20 ft.;**Melee** +1 *battle axe* +17/+12/+7 (1d8+5/x3) OR +1 *battle axe* +17/+12/+7 (1d8+5/x3) AND +1 *battle axe* +17/+12 (1d8+3/x3)**Ranged** javelin +15 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +11; **Grp** +15**Atk Options** improved two-weapon fighting, two-weapon spring attack**Special Actions** spell-like abilities**Combat Gear****Ranger Spells Prepared** (CL 3rd):1st—*blades of flame* x2**Spell-Like Abilities** (CL 22nd):1/day—*enlarge person*, *invisibility* (both self only)

\ Already cast

Abilities Str 18, Dex 16, Con 18, Int 8, Wis 12, Cha 6
SQ Favored Enemy (elf) +4, Favored Enemy (gnome) +2, Tempest Defense, Wild Empathy +4**Feats** Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Oversized Two-Weapon Fighting, Spring Attack, Track, Two-Weapon Fighting**Skills** Balance +8, Hide +12, Listen +11, Move Silently +16, Spot +11, Survival +10,**Possessions** combat gear plus +1 *mithral chain shirt*, +1 *battle axe* x2, *amulet of health* +2, *belt of giant strength* +4**Tempest Defense (Ex):** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The character loses this ability when fighting in medium or heavy armor.**Ambidexterity (Ex):** For a tempest of 2nd level or higher, her attack penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1 if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the off-hand weapon is a light weapon). The character loses this ability when fighting in medium or heavy armor. See Table 8-10: Two-Weapon Fighting Penalties, page 160 of the *Player's Handbook*.

Two-Weapon Spring Attack (Ex): When a 5th-level tempest makes a spring attack, she can attack once each with two different weapons as an attack action. The character loses this ability when fighting in medium or heavy armor.

Power-Up suite (*enlarge person*)

AC 19, touch 14, flat-footed 17

(-1 size, +2 Dex, +3 class, +5 armor)

Ref +8; +2 against spells and spell-like abilities

Melee +1 *battle axe* +17/+12/+7 (2d6+6/x3) OR +1 *battle axe* +17/+12/+7 (2d6+6/x3) AND +1 *battle axe* +17/+12 (2d6+3/x3)

Ranged javelin +13 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +20

Abilities Str 20, Dex 14,

Skills Hide +7, Move Silently +15

BOLKEEN

CR 12

Female duergar ranger 5/fighter 6

*list non core race or class source

CN Medium humanoid (dwarf)

Init +5; **Senses** Listen +10, Spot +10; 120 ft Darkvision

Languages Common, Dwarven, Undercommon

AC 21, touch 15, flat-footed 16; dodge

(+5 Dex, +5 armor, +1 shield)

hp 88+11 temp (11 HD + *heroic's feast*);

Immune fear, paralysis, phantasm, poison

Fort +11, **Ref** +11, **Will** +5; +2 against spells and spell-like abilities

Weakness light sensitivity

Speed 20 ft. in light armor (4 squares), base movement 20 ft.;

Melee battleaxe +14/+9/+4 (1d8+2/x3)

Ranged +1 *shock composite longbow* [STR 14] +19/+14/+9 (1d8+5+1d6 electricity/19-20, x3) OR +1 *shock composite longbow* [STR 14] +17/+17/+12/+7 (1d8+5+1d6 electricity/19-20, x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions spell-like abilities

Combat Gear

Ranger Spells Prepared (CL 2nd):

1st—Arrow Mind

Spell-Like Abilities (CL 22nd):

1/day—*enlarge person*, *invisibility* (both self only)

‡ Already cast

Abilities Str 14, Dex 21, Con 15, Int 8, Wis 12, Cha 6

SQ Favored Enemy (gnome) +4, Favored Enemy (elf) +2, Wild Empathy +3

Feats Coordinated Shot, Endurance, Improved Critical (composite longbow), Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow), Woodland Archery,

Skills Hide +13, Jump +2, Listen +10, Move Silently +17, Spot +10, Survival +9,

Possessions combat gear plus +1 *mithral chain shirt*, +1 *shock composite longbow* [STR 14], *gloves of dexterity* +4, battle axe, masterwork buckler

Power-Up suite (*enlarge person*)

AC 19, touch 13, flat-footed 15; dodge

(-1 size, +4 Dex, +5 armor, +1 shield)

Ref +10; +2 against spells and spell-like abilities

Melee battleaxe +14/+9/+4 (2d6+3/x3)

Ranged +1 *shock composite longbow* [STR 14] +17/+12/+7 (2d6+5+1d6 electricity/19-20, x3) OR +1 *shock composite longbow* [STR 14] +15/+15/+10/+5 (2d6+5+1d6 electricity/19-20, x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +16

Abilities Str 16, Dex 19,

Skills Hide +7, Move Silently +15

2C: STAYING IN OR GOING AROUND

ADVANCED YRTHAK (18HD)

CR 11

N Gargantuan magical beast

Init +6; **Senses** blindsense 120 ft.; Listen +16, Spot +1

Languages see text

AC 20, touch 8, flat-footed 18

(-4 size, +2 Dex, +12 natural)

hp 207 (18 HD)

Immune immunities, blind

Fort +17, **Ref** +13, **Will** +7

Speed 20 ft. (4 squares), fly 60 ft. (good); Flyby Attack

Melee bite +23 (3d8+9) and 2 claws +21 (1d8+4)

Ranged sonic lance +16 (6d6 sonic)

Space 20 ft.; **Reach** 15 ft.

Base Atk +18; **Grp** +39 **Atk Options** Combat Reflexes

Special Actions Sonic lance, explosion

Abilities Str 28, Dex 14, Con 22, Int 7, Wis 13, Cha 11

SQ blindsense 120ft

Feats Combat Reflexes, Endurance, Flyby Attack, Improved Flight, Improved Initiative, Multiattack, Snatch

Skills Listen +16, Move Silently +12

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered

blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

4: I REALLY DON'T CAIRN

GRIG SECURITY PATROL CR 10
Male advanced grig druid 4/fighter 4/NG Tiny fey
Init +8; **Senses** blindsense 30ft., low-light vision;
Listen +13, Spot +13

Languages Sylvan

AC 28, touch 21, flat-footed 20; Dodge
(+2 size, +8 Dex, +2 armor, +1 shield, +1 deflection,
+4 natural)

hp 91 (11 HD); DR 5/cold iron

SR 17

Fort +13, **Ref** +14, **Will** +12

Weakness

Speed 20 ft. (4 squares), fly 40 ft. (poor);

Melee short sword +18/+13 (1d3-2/19-20)

Ranged +1 frost light crossbow +20/+15 (1d4+7+1d6
cold/19-20) or +1 light crossbow +18/+18/+13
(1d4+7+1d6 cold/19-20)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** -2

Atk Options Point Blank Shot, Rapid Shot, Woodland
Archery

Special Actions spell-like abilities, fiddle

Combat Gear

Druid Spells Prepared (CL 4th):

2nd—*barkskin*, *embrace the wild*, *mass
snake's swiftness*

1st—*faerie fire*, *lesser vigor*, *snake's swiftness* x2

0—*cure minor wounds* x2, *detect magic*, *guidance*,
read magic

Spell-Like Abilities (CL 9th):

3/day—*disguise self*, *entangle* (DC 13), *invisibility
(self only)*, *pyrotechnics* (DC 14), *ventriloquism
(DC 13)*.

† Already cast

Abilities Str 6, Dex 28, Con 16, Int 10, Wis 16, Cha
12

SQ Animal Companion (giant bee), Resist Nature's
Lure, Trackless Step, Wild Empathy +3, Woodland
Stride

Feats Crossbow Sniper, Dodge, Point Blank Shot,
Rapid Shot, Rapid Reload (light crossbow),
Weapon Finesse, Weapon Focus (light crossbow),
Weapon Specialization, Woodland Archery,

Skills Concentration +11, Craft (weaponsmithing) +4,
Escape Artist +14, Hide +18, Jump -1, Listen +13,
Move Silently +10, Perform (string instrument) +5,
Ride +15, Search +2, Spot +13

Possessions combat gear plus +1 frost light
crossbow, +1 vest of resistance, +1 ring of
protection, shortsword, +1 padded armor, gloves of

dexterity +2, *third eye of freedom*, masterwork
buckler

Fiddle (Su) One grig in each band carries a tiny, grig-
sized fiddle. When the fiddler plays, any nonsprite
within 30 feet of the instrument must succeed on a
DC 13 Will save or be affected as though by Otto's
irresistible dance for as long as the playing
continues. The save DC is Cha-based.

Third Eye of Freedom (magic item) As an
immediate (mental) action, activating the *third eye
of freedom* grants the spell *freedom of movement*
on the user for 1 round. It can be used 1/day. (MIC
pg 141)

GIANT BEE (ANIMAL COMPANION) CR --

N Medium vermin

Init +2; **Senses** darkvision 60ft.; Listen +1, Spot +5

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 natural)

hp 22 (5 HD);

Fort +4, **Ref** +3, **Will** +2

Speed 20 ft. (4 squares), fly 80 ft. (good);

Melee sting +4 (1d4 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4 **Abilities** Str 12, Dex 15, Con
11, Int -, Wis 12, Cha 9

ADVANCED 2-HEADED DIRE HAWK WARBEASTS
CR 6

**Races of the Wild* pg 189 and *Monster Manual* 2 pg
219 and *Savage Species* pg 125

N Medium magical beast (augmented animal)

Init +6; **Senses** darkvision 90ft., low-light vision;
Listen +13, Spot +13

AC 22, touch 16, flat-footed 16

(+6 Dex, +2 armor, +4 natural)

hp 113 (11 HD);

Fort +12, **Ref** +13, **Will** +11

Speed 20 ft. (4 squares), fly 90 ft. (good);

Melee 2 talons +14 (1d4+2) and 2 bites +9 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10 **Abilities** Str 15, Dex 22, Con
20, Int 3, Wis 18, Cha 11

SQ Combative Mount

Feats Alertness, Combat Reflexes^B, Improved Flight,
Improved Initiative^B, Improved Toughness,
Weapon Finesse,

Skills Listen +13, Move Silently +10, Spot +13,

Combative Mount (Ex): A rider on a trained
warbeast mount gets a +2 circumstance bonus on
all Ride checks. A trained warbeast is proficient
with light, medium, and heavy armor. A vermin
warbeast, being mindless and therefore
untrainable, cannot have this ability.

5: THEY ARE FEY AFTERALL

DISPEL MAGIC TRAP

CR 8

Description see text.

Search DC 28; **Type** magic

Trigger location, automatic reset (10 minutes); **Init** +0

Effect a Targeted *dispel magic* (CL 8) spell against all within a 5ft radius (max of 4 targets).

Duration instantaneous

Disarm Disable Device DC 28

PIT TRAP

CR 4

Description see text.

Search DC 20; **Type** mechanical

Trigger location (same as the *dispel magic* trap above), manual reset; **Init** +0

Effect 60 ft. pit trap, DC 20 Reflex save to avoid. If a creature was flying and had it dispelled, they will still fall to the bottom, but take no damage.

Duration instantaneous

Disarm Disable Device DC 20

FUSILLADE OF SMALL SPEARS

CR 4

Description see text.

Search DC 19; **Type** mechanical

Trigger location (bottom of pit trap), manual reset; **Init** +0

Effect 1d6 small spears per target (+16 to hit, 1d6+1 damage).

Duration instantaneous

Disarm Disable Device DC 25

9: WATCH AND LEARN

PROTEAN SCOURGE

CR 12

*MM3 pg 126

NE Medium monstrous humanoid (shapechanger)

Init +7; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Common, Infernal, Abyssal

AC 31, touch 13, flat-footed 28

(+3 Dex, +4 *mage armor*, +10 natural, +4 *red dragonskin*)

Miss Chance 20% (*minor cloak of displacement*)

hp 110+13 temp (13 HD + *false life*); DR 10/silver

Immune petrification, poison, *protection from energy (electricity)* cl 8

Resist cold 10 and electricity 10 and *red dragonskin* (fire 10); **SR** 24

Fort +8, **Ref** +13, **Will** +12

Speed 40 ft. (8 squares), climb 10ft.;

Melee 2 claws +18 (2d6+5) and gore +16 (1d8+2) OR scythe +18/+13/+8 (2d4+7/x4) and gore +16 (1d8+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +18

Atk Options Powerful Charge, Spells

Special Actions Change Shape

Combat Gear

Sorcerer Spells Known (CL 8th):

4th (4/day)—*orb of force*

3rd (5/day)—*dragonskin* \ , *lightning bolt*

2nd (6/day)—*false life* \ , *glitterdust*, *swift fly*

1st (6/day)—*mage armor* \ , *magic missile*, *nerveskitter*, *ray of enfeeblement*, *shield*

0 (6/day)—*acid splash*, *daze*, *detect magic*, *ghost sounds*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

{ Already cast – *scroll of protection from energy (electricity)* CL 8.

Abilities Str 20, Dex 17, Con 19, Int 14, Wis 14, Cha 19

SQ Split

Feats Improved Initiative, Improved Natural Attack (claws), Iron Will, Lightning Reflexes, Multiattack, Powerful Charge^B

Skills Bluff +18, Climb +13, Concentration +20, Diplomacy +7, Disguise +8 (+10 acting)*, Escape Artist +11, Gather Information +9, Intimidate +15, Listen +14, Sense Motive +6, Spot +14, Use Rope +3 (+5 with bindings)

Possessions combat gear plus *minor cloak of displacement*, *hat of disguise*

Split (Su): When damaged, a protean scourge splits into two identical versions of itself. This ability is not an illusion; each new protean scourge is fully capable of dealing real damage and poses a real threat. Each version of the protean scourge has all the current statistics and access to all the current abilities of a single creature, including any remaining uncast spells. However, any spells cast by either split protean scourge come from the total pool of remaining available spells. So, the two versions share access to remaining spells; each does not get its own spell list or spells per day. Neither half of the protean scourge can change shape as long as the creature remains split.

Each version has the protean scourge's current hit point total (they do not split remaining hit points), and both versions of the protean scourge must be slain to kill the creature. The split protean scourges can recombine into a single creature in a process that takes 1 minute. While it recombines, the protean scourge is helpless.

Change Shape (Su): A protean scourge can assume the shape of any Medium humanoid. In humanoid form, a protean scourge loses its natural attacks. A protean scourge can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a protean scourge reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A protean scourge has a +8 racial bonus on Climb checks and can always take 10 on Climb checks, even when rushed or threatened. Protean scourges also have a +4 racial bonus on Bluff, Disguise, Intimidate, Listen, and Spot checks. *When using its change shape ability, a protean scourge gets an additional +10 circumstance bonus on Disguise checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Coordinated Shot

You are extraordinarily talented at making ranged attacks past your allies.

Prerequisite: Point Blank Shot, Precise Shot.

Benefit: When making a ranged attack against a foe who has cover due to the position of your ally or allies, your ranged attacks ignore the Armor Class bonus granted to the target because of that cover. Cover from other sources is unaffected.

Special: A fighter can select Coordinated Shot as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Source: *Heroes of Battle*, page 96.

Crossbow Sniper

You are skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add custom-made sights to your weapon, or you have learned to maximize the stability and precision the weapon offers.

Prerequisites: Proficiency with hand, heavy, or light crossbow, Weapon Focus with hand, heavy, or light crossbow, base attack bonus +1.

Benefits: When using a crossbow for which you have the Weapon Focus feat, you gain a bonus on damage rolls equal to $\frac{1}{2}$ your Dexterity bonus.

If you have the skirmish or sneak attack ability, the maximum range at which you can make such attacks increases to 60 ft when you are using a crossbow for which you have the Weapon Focus feat.

Special: A fighter can select Crossbow Sniper as one of his fighter bonus feats.

Source: *Player's Handbook II*, page 77.

Improved Buckler Defense

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisites: Shield Proficiency.

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Buckler Defense as one of his fighter bonus feats.

Source: *Complete Warrior*, page 100.

Improved Toughness

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Source: *Complete Warrior*, page 101.

Oversize Two-Weapon Fighting

You are adept at wielding larger than normal weapons in your off hand.

Prerequisite: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*).

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

Source: *Complete Adventurer*, page 111.

Powerful Charge

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Source: *Miniatures Handbook*, page 27.

Practiced Spellcaster

You can cast a spell to maximum effect without special preparation.

Prerequisites: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a

different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane* 82

Shield Specialization

You are skilled in using shields, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields.

Benefits: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield. A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: *Player's Handbook* II, page 82.

Shield Ward

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces away or ruins his attack.

Prerequisites: Proficiency with shields, Shield Specialization.

Benefits: You apply your shield bonus to your touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Source: *Player's Handbook* II, page 82.

Woodland Archer

You have honed your archery ability in the wilds of the forest.

Prerequisites: Point Blank Shot, base attack bonus +6.

Benefit: The Woodland Archer feat enables the use of three tactical maneuvers.

Adjust for Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the *Player's Handbook*), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and

avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of

his fighter bonus feats.

Source: *Races of the Wild*, page 154.

MAGIC ITEMS

Anklet of translocation

Price: 1,400gp

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) Conjuration

Activation: Swift (command)

Weight: –

A pewter chime hangs from this simple leather ankleband.

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you instantly teleport (with no chance of error) up to 10 feet away. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wonderous Item, *dimension door*

Cost to Create: 700gp, 56 xp, 2 days.

Source: MIC, page 71.

Cloak of elemental protection

Price: 1,000gp

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint; (DC 16) Abjuration

Activation: Immediate (command)

Weight: 1 lb.

This white cloak is embroidered with runes representing the five energy types in metallic thread.

When you activate a *cloak of elemental protection*, you gain resistance 10 against a single energy type of your choice (acid, cold, electricity, fire, or sonic). This protection lasts until the start of your next turn.

A *cloak of elemental protection* functions once per day. You must wear a cloak of elemental protection for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Prerequisites: Craft Wonderous Item, *resist energy*

Cost to Create: 500gp, 40 xp, 1 days.

Source: MIC, page 87.

Everfull mug

Price (Item Level): 200 gp (2nd)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Standard (command)

Weight: —

This common-looking brown clay mug has persistent stains just under the rim.

Three times per day, when you recite the command word, this mug fills with 12 ounces of water, cheap ale, or watery wine (your choice).

Prerequisites: Craft Wonderous Item, *create water*

Cost to Create: 100 gp, 8 XP, 1 day

Source: MIC:160

Everlasting rations

Price (Item Level): 350 gp (2nd)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) conjuration

Activation: —

Weight: 2lb.

This nondescript small leather pouch has a light blue silk drawstring.

This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.

Prerequisites: Craft Wondrous Item, *create food and water*

Cost to Create: 175 gp, 14 XP, 1 day

Source: MIC:160

Field provision box

Price (Item Level): 2000 gp (6th)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) conjuration

Activation: Standard (command)

Weight: 1 lb

This well-crafted wooden box is carved with runes denoting abundance.

When activated, a *field provisions box* produces a full day's sustenance (food and water) for up to fifteen humans or five horses.

A field provisions box functions once per day.

Prerequisites: Craft Wondrous Item, *create food and water*

Cost to Create: 1,000 gp, 40 XP, 2 days

Source: MIC:160

Fountainhead arrow

Price (Item Level): 306 gp (2nd)

Body Slot: — (held)

Caster Level: 11th

Aura: Moderate; (DC 20) conjuration

Activation: — (ammunition)

Weight: —

This redwood arrow smells acrid and feels damp to the touch.

A *fountainhead arrow* is an otherwise normal arrow designed to be targeted at a point on the ground, a wall, or any other flat surface. If you hit the target area (treat as AC 5), the arrow creates a geyser of spewing acid. Each round on your turn (starting on the turn you fired the arrow), the arrow creates a 10-foot-radius burst of acid that deals 2d8 points of acid damage to all creatures in the area (Reflex save DC 14 half). This effect continues for 3 rounds.

A *fountainhead arrow* can be created as a crossbow bolt for the same price.

Prerequisites: Craft Magic Arms and Armor, *Melf's acid arrow*

Cost to Create: 150 gp (plus 6 gp for masterwork arrow), 12 XP, 1 day

Source: MIC:52

Healing belt

Price: 750gp

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) Conjuration

Activation: — and Standard (command)

Weight: 1 lb.

This broad leather belt is studded with three moonstones.

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect that requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending one or more charges allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: heal 2d8 points of damage.

2 charge: heal 3d8 points of damage.

3 charge: heal 4d8 points of damage.

Prerequisites: Craft Wonderous Item, *cure moderate wounds*

Cost to Create: 500gp, 40 xp, 1 days.

Source: MIC, page 110.

Safewing Emblem

Third eye of freedom

Price: 2600gp

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18) Abjuration

Activation: Immediate (mental)

Weight: —

This crystal flickers rapidly through a range of reddish hues.

You can activate a *third eye of freedom* to trigger a *freedom of movement* effect lasting for 1 round. Since this ability suppresses only the effect hindering your movement, you must either find some other method of removing or eliminating the effect, or it will resume after the duration ends.

This ability functions once per day.

Prerequisites: Craft Wonderous Item, freedom of movement

Cost to Create: 1300gp, 104 xp, 3 days.

Source: MIC, page 141.

Vest of Resistance

Price: 1000gp (+1), 4000gp (+2), 9000gp (+3), 16000gp (+4), 25000gp (+5)

Body Slot: Torso

Caster Level: 10th

Aura: Moderate; (DC 20) Abjuration

Activation: –

Weight: 1 lb

This elegantly styled white leather vest is edged in silver piping and has silver buttons..

A vest of resistance offers magical protection in the form of a +1 to +5 resistance bonus on saving throws.

Prerequisites: Craft Wonderous Item, resistance

Cost to Create: 500gp, 40 xp, 1 days (+1); 2000gp, 160 xp, 4 days (+2); 4500gp, 360 xp, 9 days (+3); 8000gp, 640 xp, 16 days (+4); 12500gp, 1000 xp, 251 days (+5);.

Source: MIC, page 147.

MUNDANE EQUIPMENT

Heavy plate armor

Forged for the strongest of warriors, heavy plate armor is simply a heavily reinforced suit of full plate armor.

Counts as Heavy armor; 2,000gp; +9 Armor Bonus, +0 Max Dex, –8 ACP, 45% ASF, 20 ft.2 (if 30ft base), 15 ft.2 (if 20ft base), 100 lb.

Source: Races of Stone, page 158.

SPELLS

Arrow Mind

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

The bow in your hand feels more like an extension of your body as you complete the spell—as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Source: SpC, page 15.

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

With a word your weapons burst into flame. You feel no heat and the flames merely tickle your skin.

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Source: SpC, page 15.

Close wounds

Conjuration (Healing)

Level: Cleric 2

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.

This spell cures 1d4 points of damage +1 point per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to –10 hit points, for example, leaving the character at negative hit points but stable. Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Source: SpC, page 15.

Dragonskin

Transmutation

Level: Sorcerer/wizard 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You say nothing, but make the motions in the prescribed pattern and hold the dragon's scale aloft. Your flesh erupts with hard, colorful scales.

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy

appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Source: SpC, page 15.

Embrace the wild

Transmutation

Level: Druid 2, ranger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

While picturing a certain kind of animal in your mind, you cry out in imitation of its most common call. Immediately thereafter, you perceive your surroundings as the animal you imagined would.

Upon casting the spell, you gain the senses of animal creatures. You gain low-light vision and either blindsense out to 30 feet or scent (your choice). You also gain a +2 bonus on Listen and Spot checks.

Source: SpC, page 15.

Fly, swift

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You squawk twice like an eagle and suddenly long for the freedom of the skies.

This spell functions like fly (PH 232), except as noted above.

Source: SpC, page 15.

Nerveskitter

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You suffuse your ally with a brief, blue glow. He jerks away from you, as if he can anticipate your next action.

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Source: SpC, page 15.

Orb of force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Source: SpC, page 15.

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: SpC, page 15.

Resistance, greater

Abjuration

Level: Bard 4, cleric 4, druid 4, sorcerer/wizard 4

Duration: 24 hours

Just as you touch the spell's subject, a feeling of peace and watchful guardianship fills your being.

This spell functions like resistance (PH 272), except as noted here. You grant the subject a +3 resistance bonus on saves.

Source: SpC, page 15.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately.

Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Source: SpC, page 15.

Righteous wrath of the faithful

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury, greatly enhancing their combat ability.

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by *haste*.)

Source: SpC, page 15.

Snake's Swiftess

Transmutation

Level: Druid 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss the scales into the air, and they vanish in a sparkling mist as you indicate your target. Without hesitating, that creature draws and fires an arrow into the fray.

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Source: SpC, page 15.

Snake's swiftess, mass

Transmutation

Level: Druid 2, sorcerer/wizard 3

Range: Medium (100 ft. + 10 ft./level)

Targets: Allied creatures in a 20-ft.-radius burst

You hold the snake scales high overhead, and they evaporate in a flash of light. That radiance carries to every ally in your command—and as one, they unleash a volley of attacks.

This spell functions like *snake's swiftess*, except that it affects multiple allies out to medium range.

Source: SpC, page 15.

Vigor, lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

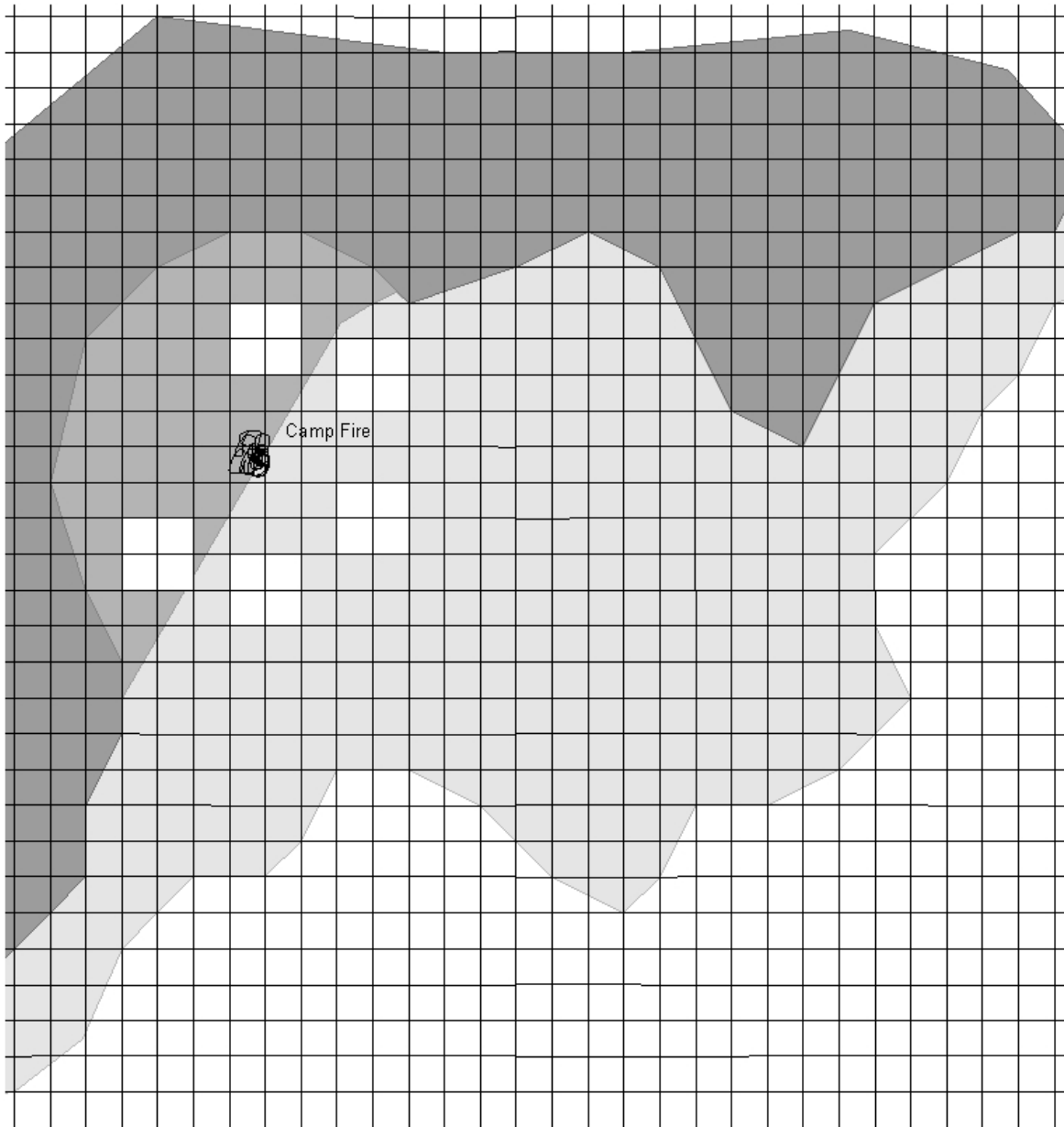
Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points.

Source: SpC, page 15.

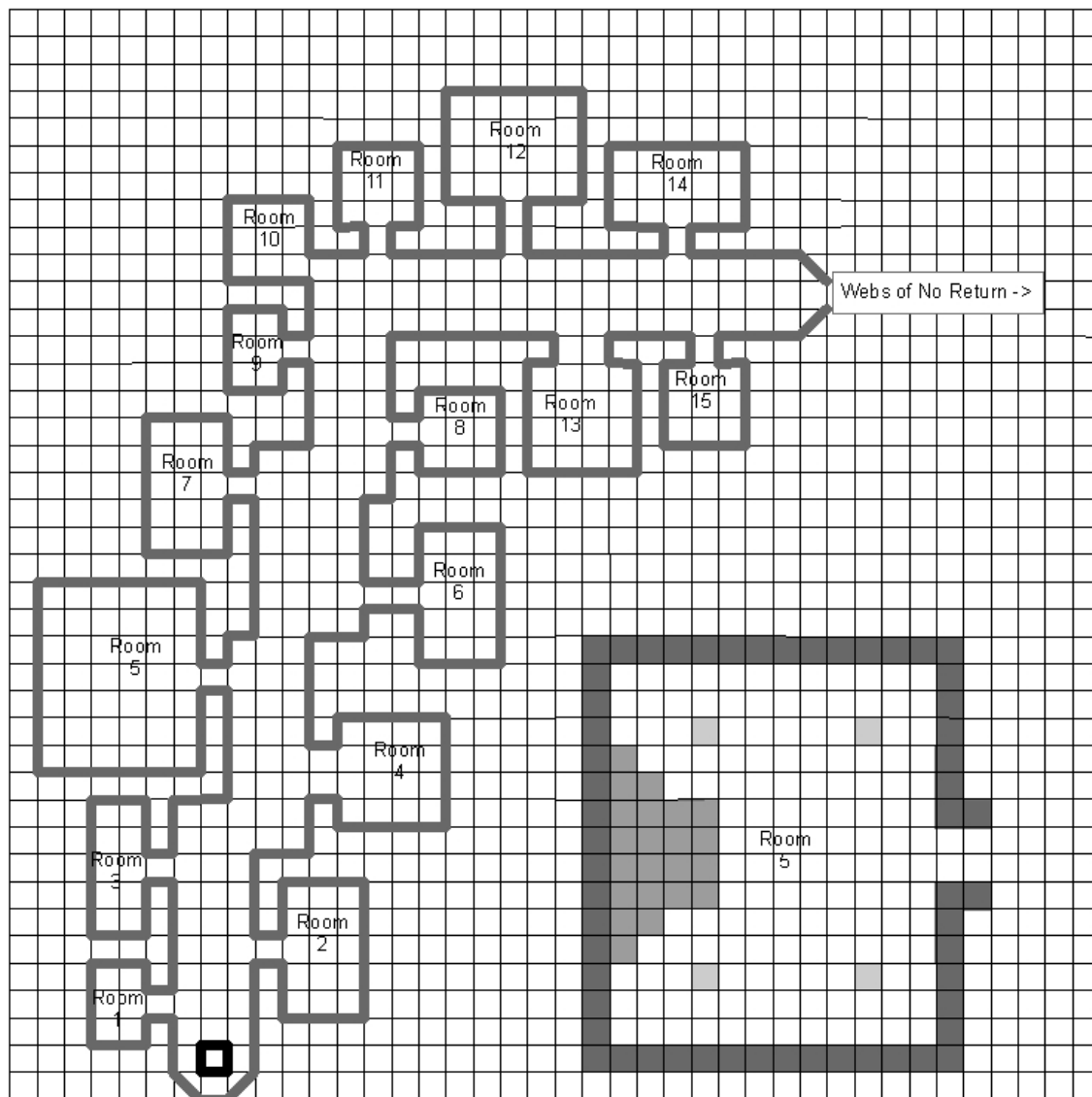
Encounters 2a-c



5 foot squares

overhang clearing tents

Encounters 4, 5, and 6



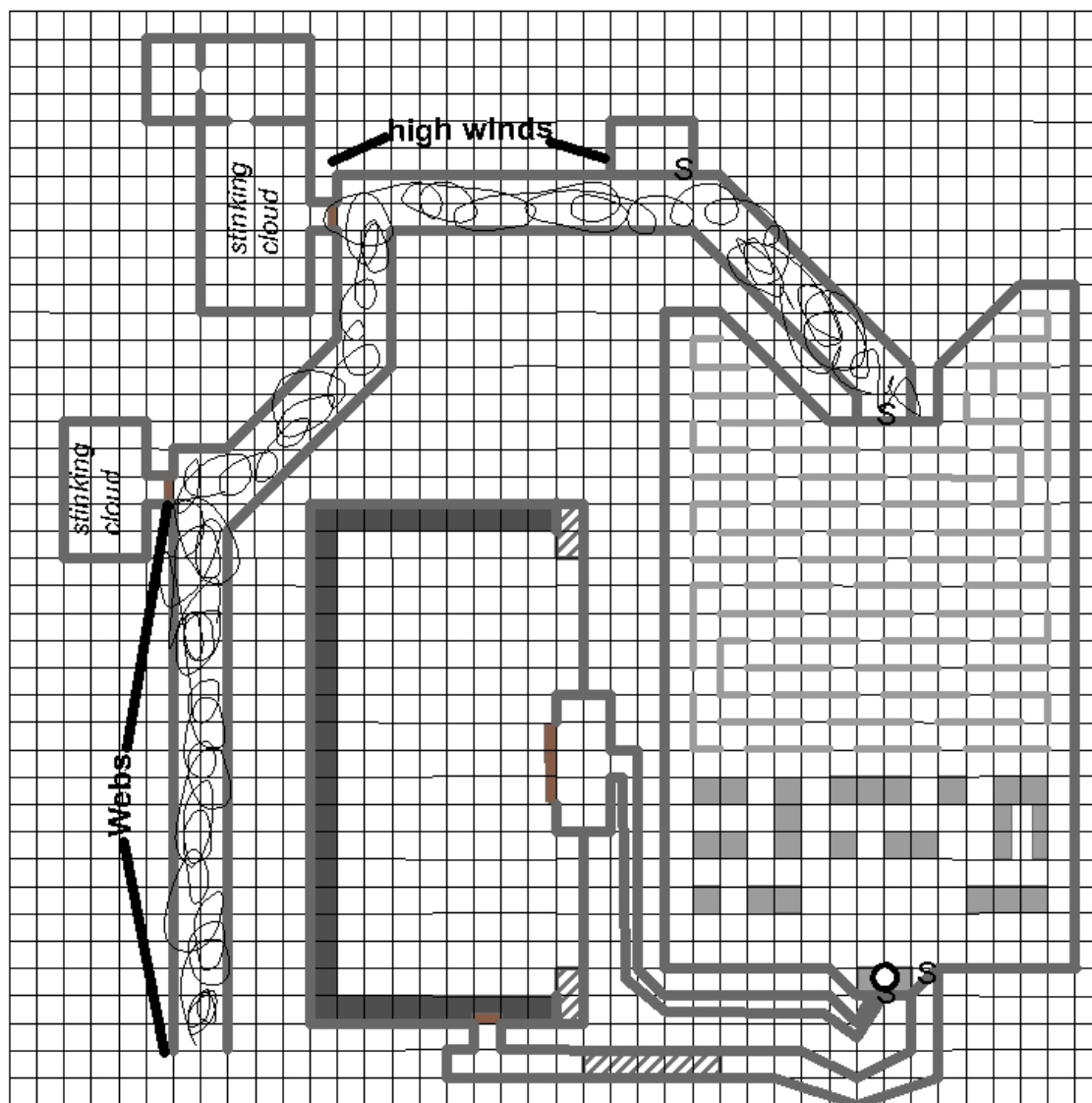
Main hall and rooms overview
10 foot squares

— walls
— PC start here

Room 5 - Encounter 4
5 foot squares

— dais
— walls
— Columns

Encounters 7, 8, and 9



5 foot squares

	bookshelves		Elevated Walkway		Continual fog (as obscuring mist)
	walls		stairs		
	doors		furniture		

PLAYER HANDOUT 1A – PHOLTANS

Faithful, we ask you to travel to the Rocky Ridge Rendezvous in Rakervale on urgent matters. There is a matter we would like your assistance in, along with the help of others from different “churches”. We also fear that our “allies” in this cause are not as forthcoming as they should be on such matters, so please be cautious. Also, if there are any indiscretions committed or information hidden by our “allies”, please bring them to our attention post haste. You will understand our concern when you see who is involved. Remember; trust no one not of the faith.

It is stamped with the official seal of the Throne of the Sun in Wintershiven, but no name is signed to it.

PLAYER HANDOUT 1B – LYDIANS

May the music of life find you well. I pray that you may assist those of your faith by offering aid where it is needed. Please come to the Rocky Ridge Rendezvous in Rakervale within the borders of the Theocracy of the Pale. There is a matter of grave importance which needs to be looked into.

Also, in accordance with their laws, we ask that you please do not openly display symbols of our faith in their lands.

Stamped with a Holy Symbol of Lydia

PLAYER HANDOUT 1C – DELLEB

With pen in hand, I ask of thee, please traverse to the Rocky Ridge Rendezvous in Rakervale within the border of the Theocracy of the Pale. An issue of historic importance is unfolding before us and requires that it be put to paper. Please accompany others in this journey, record what transpires, and report back to your contact with all that is discovered.

May your pen never run dry and your cases be full of parchment

Stamped with the Holy Symbol of Delleb

PLAYER HANDOUT 1D – ST CUTHBERT

Greetings. Once again aid is required, and St Cuthbert shall answer. We ask of you that you travel across the lands of Pholtans to a tavern called the Rocky Ridge Rendezvous in Rakervale. There, you may represent our interests in the matter at hand. There is something dark moving on their doorstep, and that is when they decide they require our help.

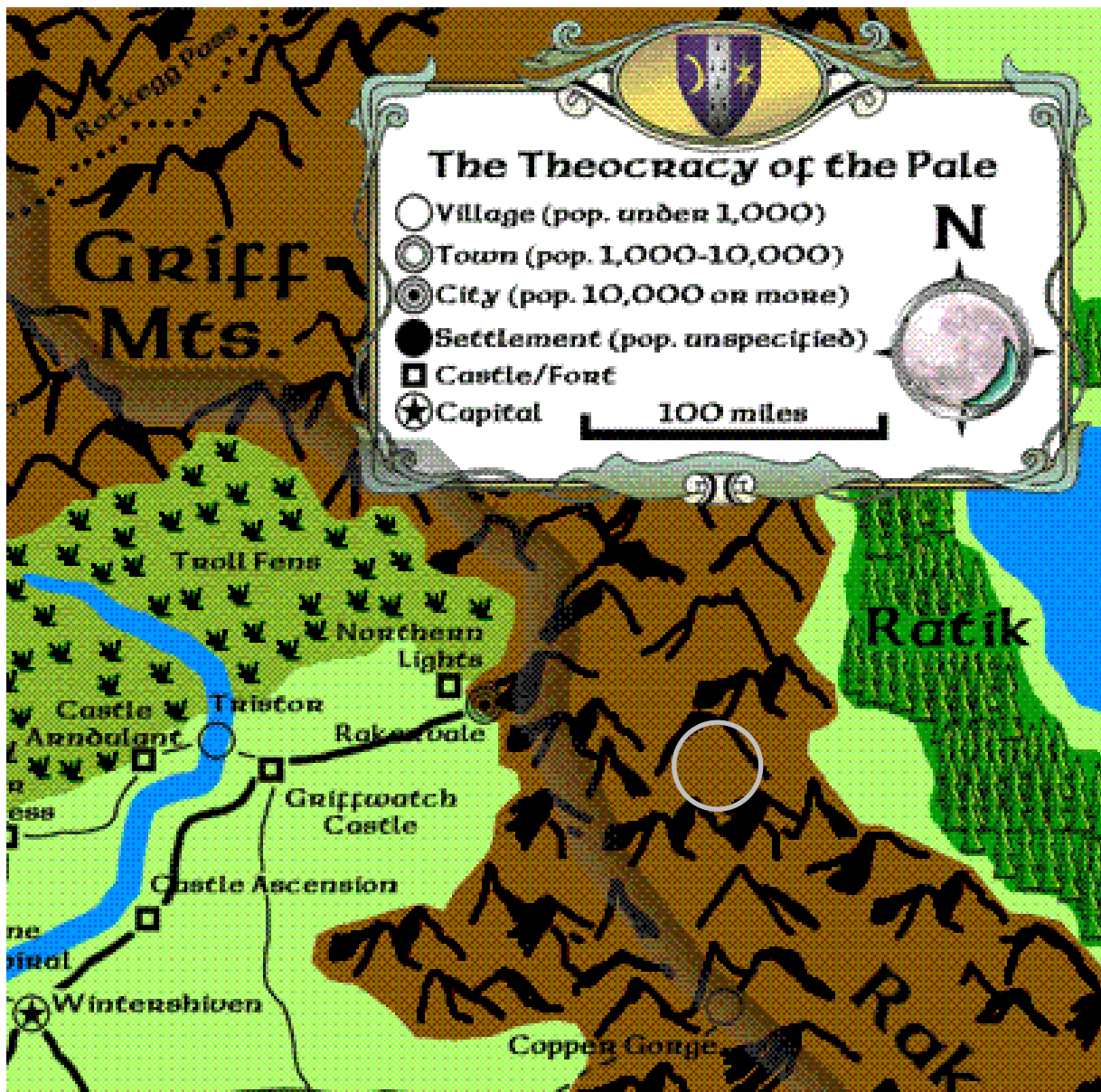
May Justice lie in your wake

Stamped with the Holy Symbol of St. Cuthbert

PLAYER HANDOUT 1E

There is a matter of great urgency that requires your assistance. If you are able, please go to the Rocky Ridge Rendezvous in Rakervale, within the borders of the Theocracy of the Pale. There, a party is gathering. We beseech you, please assist with their mission. There may be rewards that are immeasurable.

Stamped with the Holy Symbols from the following churches: Delleb, Lydia, Pholtus, St Cuthbert



The divination results as to the Tome's location:

*Under thine floating cloud
one shall see the Underground
They shall point the path.
Under thine earthen shard
One shall hear the Screaming Bard
They shall clear a swath.*